

Chong Guo

Address: 1620 Cliff Avenue
Burnaby, BC, Canada, V5A2K4
Phone: (+1) 778-681-8660
Email: armourg@sfu.ca
Github: <https://www.github.com/Armour>

June 5, 2017

Hiring Managerv
Demonware Inc.
800-369 Terminal Ave
Vancouver, BC V6A 4C4

RE: Software Development Internships

Dear Hiring Manager,

Demonware is a wholly-owned subsidiary of Activision Blizzard and is an industry leading software development company which specializes in online software and services for videogames. As a Computer Science student with strong interests and past experiences among web, git, linux and game development, I believe my abilities could be perfectly applied to this position. I think the opportunity to collaborate with such a talented, highly-motivated team would be invaluable for me.

As a Computer Science student, and someone who is extremely passionate about every interesting and useful computer technologies, I have participated in different kinds of projects including web, app, database and game development, through which I have learned many useful skills like Node.js, Objective-C, PostgreSQL, Unity3D, C# and C++. For example, in one of my iOS project which is used for buying & selling used items among a bunch of schools, I first self-learned lectures about UI design and Obejective-C on Coursera for about two weeks, then designed and implemented it with my friends in several months in a planned way, during which time I learned how to use Core Data, Auto Layout, UI Animation and various third-party open source libraries, we collaborated through Git and maintained it for a long time.

By getting involved in this project, cooperating with teammates and keeping learning new things with enthusiasm, I improved my soft skills such as efficient communication, working under pressure and in a timely manner. Other projects are also benefited me a lot, like using Node.js or PHP as back-end to develop website, integrating skyline queries on incomplete data into PostgreSQL database, writing RPG game using C++ with Qt and Boost libraries and implementing multiplayer FPS game using C# with Unity 3D.

Due to my quick mind, clear though and standout coding skills in solving some data structure problems, I was selected for the 2016 ACM-ICPC Pacific Northwest Regional Contest and finally got 7th place. Additionally, I started to learn Minecraft Modding in recent times, which is really a fascinating topic I think. You can find the source codes of almost all the projects that mentioned above in my Github.

By having great interests in game development and being involved in multiple projects, I believe I am an perfect match for this position. Thank you for your time reviewing my resume. I welcome the opportunity to discuss in a personal interview about my qualifications and fit for the position. Feel free to contact me through armourg@sfu.ca at your earliest convenience.

Sincerely,

Chong Guo