



ANDREW B. ROACH

Please consider me for an internship as a Software Engineer for this summer. My knowledge and experience in programming and gaming, my ability to learn quickly and communicate effectively, and my discipline and teamwork would enable me to be a quick contributor to your programming team. I am currently pursuing a degree in Computer Science and Business Administration at Seattle University which prepares me for the highly quantitative and analytically demanding gaming engineering environment. Working through school as a technology assistant while serving in the United States Army ROTC and Army Reserves has taught me to maximize time management and task completion to meet deadlines and contribute to team missions under pressure. The experience and learning opportunity of a summer internship with (Insert Company Here) would be a valuable addition to my growing coding skill set when I seek full-time work as a gaming software engineer after graduation. I am eager to get started on with a company like (Insert Company Here) whose mission and culture align with my own goals and character.

In my personal time, I pursue my passion for leadership and online video-gaming; I formerly ran a guild on World of Warcraft called Imperium. For this guild, I utilized extensive data management to craft spreadsheets and databases to provide beneficial statistical information generated by the data pulled from Warcraftlogs (an external combat logging website). These spreadsheets had extremely user-friendly interfaces and allowed my team to analyze trend lines in sequential weeks of all the guild's raiders' progressions. Additionally, I was the sole developer for add-ons and WeakAuras (a game interface Lua coding platform add-on) for every aspect of my guild using the Lua language. Through a group of co-workers at my job at the Seattle University Law School Technology Department, we have started development of a video game we call "D12". This game is a variation of the standard D&D and is being developed and coded by myself and a few others using Unity 2D. Most recently, I attended the Seattle Indies Game Jam - where myself and two others were tasked with creating a game in under 48 hours over the weekend. The three of us programmers developed a platform style video game and gained practical knowledge of group development using tools such as Git, Unity, and Visual Studio under a high time-pressure environment.

I would welcome the opportunity to interview with your team at the earliest chance.

Sincerely,

Andrew B. Roach

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