

January 3, 2017

Dear Kylie Moses,

I wish to bring my enthusiasm and computer science knowledge to Night School Studio for a summer engineering intern position. I am currently a Computer Science and Computer Engineering student at the University of Southern California. I know that my collaborative skills, practical experience, academic accomplishments, and enthusiasm for computer science would make me a strong addition to Night School Studio.

I have a immense passion for computer science. Ever since elementary school, even though my school did not offer any programming courses, I would take it upon myself to find opportunities throughout the year to further my knowledge. Since then, I have always wanted to develop software for games. I joined USC's Corpus Callosum club to find like-minded engineers who want to embark on a semester-long project with a close-knit group. I was my team's project leader, in which we created a virtual reality game in Unity with C# that let users visualize famous poems in various ways. Through this, I learned how to effectively manage others by recognizing their individual strengths and placing them in the correct position consistent with their abilities

This enthusiasm for game development also extends to my personal projects. I have experience in C# and Unity with creating each aspect of my own games. I take great enjoyment from creating new ideas from scratch and then mentally organizing the project into each of its individual parts. I programmed my own UI, shaders, and game mechanics. My favorite personal project was creating a two-player combat game in Unity in which players select their abilities and weapons for the upcoming battle. The challenge is not only in the shooting mechanics, but also in selecting the correct ability set to counter the opponent. I take care to make every part of my code modular and robust so that my code is more understandable and easily altered for design purposes. My own game interests closely align with those created at Night Studio. I especially appreciate the uneasy nighttime atmosphere and exploration focus in a game like in Oxenfree. I am inspired mainly by games like The Beginner's Guide and Gone Home that emphasize narration and conversation in order to model realistic relationship dynamics.

Through my past experience and education, I have the abilities necessary to flourish in your summer internship opportunity. I am passionate about game development and the opportunity to work for Night School Studio. I hope to be able to discuss my application in person.

Sincerely,  
Oliver Eisenberg  
[oeisenbe@usc.edu](mailto:oeisenbe@usc.edu)  
(203) 505-8685