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31/1/2012

### **DigiResults Summer Internship – Software Developer**

Dear DigiResults Application Reader(s),

I am writing to apply for the position posted on your site and with the University of Liverpool's Career Services. If you don't have your beverage of choice to hand at the moment, please take the time to go gather it. This document won't be going anywhere.

Upon starting University I took advantage of the vast collection of resources in the library to pursue software development as a hobby. I completed two years of an Aerospace Engineering course, during which I found myself becoming more and more interested in software development, and my ability to design programs to solve problems greatly improved. This year I officially changed programmes to a BSc in Software Development, and I have been pursuing my new degree since late September. While I dream of developing games, I enjoy solving all problems and will pursue a career in software development upon graduation.

I believe I am a perfect fit for your team. Passion has driven my decisions in the past two and a half years, ranging from the self-study I performed to the eventual switch in degree programmes. Since the switch I have re-formed the computing society (COMPSOC) at the University and initiated "Hackurday" weekly project days for the group, coordinated a team of 10 first-years and 2 second-years to attend DevXS this past November, and cooperated with DevCSI (the chief organiser of the event) towards bringing DevXS to Liverpool next year. I have also taken up a role as student liaison for the Computer Science Department, and I am working to ensure that the skills taught in our programme are also the skills actually required in industry. I have even recently been accepted as a student blogger for our School, a position I am happy to fill as it allows me to share my excitement for the field of Software Development with those still considering pursuing a career in the industry.

Unfortunately I do not have a wide array of work to link to. While these sources may not be the best showing, I've uploaded a selection of my code to a GitHub repo for you to peruse should you desire. The three projects included are: ISA Calculator (a MATLAB assignment for Uni which was one of my first GUI-based programs), Chaos Directive XML Parser (a C# parser for including user-created assets into an XNA-based game), and Terraria Dedicated Server Manager or TDSManager (a server manager which monitors output of, and sends commands to, the console – incidentally, my first multi-threaded program). I included samples of MATLAB, Java, and C# as these are my primary areas of expertise thus far, but I am always interested in expanding my toolbox. I have also uploaded the "Development" folder which contains some development work which is not just code. Of particular interest is the Chaos Directive game design document. While still a work-in-progress, it is a key proof of my interest in developing over simply programming. These files can all be found at <https://github.com/GlitchHound/GlitchHound-Projects>.

Adaptation is paramount to all work. Prior to University I was an exchange student in Germany, where I had to rapidly learn the language to the point of being able to perform well in my courses. I remain an international student, originally from the US but studying in Liverpool. These experiences have taught me to accept that each situation comes with different expectations and requirements, and to ensure that I meet all of them. I hope DigiResults will be my next challenge.

Yours sincerely,

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