

John Smidt

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To Whom It May Concern:

As a student currently pursuing a Computer Science degree at Brigham Young University-Idaho, it is a pleasure to submit my resume as an intern in game design for Sony PlayStation. I am excited for the opportunity to apply for this position, and to learn and develop my skills in game design and development.

My passion for creating software that is both exciting and entertaining has been prevalent throughout all of my high school and college education. Even before I was introduced to programming, my love of games, and joy of playing games with others surpassed any of my other hobbies. I made board games, card games, and introduced different rules and mechanics to games that my friends and I would often play, resulting in new and fun experiences.

My willingness to create video games has led me to pursue a degree in computer science, but I have also looked into the many other levels of game development in my spare time. I have studied principles in graphic design, learned Photoshop and Illustrator, and am currently using Unity to create and develop games. I also use my spare time to learn about other facets of video game development, such as music composition, story telling, and 3D modeling.

My personality works very well in team environments. I have years of experience working with others as a team to achieve a collective standard of excellence through the design and development of software. I have experience working with clients to determine project scope, and have worked with a number of different languages and frameworks to build, test, and maintain software. My ability to take work seriously, while fostering a creative and motivated working environment, has always been a strength of mine ever since I first started working.

I have experience in leading by working as a project lead for my current job. At work, I give trainings, and help answer any questions that my coworkers may have. I also have had opportunities to fulfill a number of positions that were needed for this job, such as full-stack web development for the Research and Creative Works Conference registration site for BYU-I. I have also worked as a black-box tester by developing automated test cases for one of Intel's security web applications.

PlayStation intrigues me as a company that is passionate in creating great games, which is the exact philosophy that has defined my education. I look forward to meeting you in an interview, and seeing what we could do to further the accomplishments of PlayStation. I can be reached through email at JohnMSmidt@gmail.com, or by phone at 208-691-6570. I am free anytime after 2 PM.

Sincerely,



John Smidt