

Zachary Fan
226-789-6820 | z65fan@uwaterloo.ca

Cover Letter

Dear Recruiter,

I was excited to learn about the Junior Programmer position and would greatly appreciate your considering my placement in this role. I've closely reviewed the needs and requirements for this role and believe that my qualifications have prepared me to contribute immediate value to your organization.

I possess extremely good self-studying and collaboration skills. While in school, I have been making time to learn some programming knowledge ahead of my courses on the internet on a consistent basis, such as studying practical algorithms and solving related problems on LeetCode to enhance my knowledge. I also organized my friends to try to develop a complete 2D AVG game, called Stoicheia (temporary name), using Unity from scratch to gain useful experience in working on a team-based project and collaborating with others. Details for this game project can be found on Github and you can also find the link in my resume. I believe these experiences will allow me to integrate into a new company much faster than others with less time and cost of cultivation.

My favorite game type is the 2D platform. For example, Celeste, Dead Cells, and Hollow Knight are three of my favorite games. My first contact with game development is in my junior high school, which is to complete Brick Breaker using Scratch. This experience did give me a solid foundation in logic, which was useful in my following studies on programming.

I am really looking forward to speaking with you regarding my skills, experience, and the project, which I believe will serve as an asset to the company. Please take a moment to review my attached resume. Thank you.

Sincerely,

Zachary Fan