

Isaac K. Boaz

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To whom it may concern,

I am on course to graduate from Western Washington University at the end of December, and am beginning the search for a fun, enjoyable, and challenging job in the Software Engineering field. During my internship at Trimble (a large company), I came to the realization that I have a preference towards more on-hands, concrete work; in my mind, Valve has shown itself to be a pioneer for developers and engineers in its industry while achieving this goal.

With my years of experience working for a gaming community where I developed new servers, plugins, and tools (including CS:GO, Counter-Strike 2, and Team Fortress 2), I have been able to develop a strong grasp of the technologies that Valve uses. The projects that Valve has worked on have been revolutionary in nearly every regard, and I would love to work on projects that are as innovative and groundbreaking as those that Valve has worked on.

Though I may not have as much experience as others, I take great pride in my work, my attention to detail, and the quality of my projects. I am always excited to take on new challenges (games, languages, infrastructure, writing, etc.), and I am confident that I would be a great fit for the team at Valve.

Thank you for your time and consideration. I look forward to hearing from you.

Sincerely,

Isaac K. Boaz