* Manu Mathews
* 780-705-3371
* manumanikuttyil@gmail.com
* 2361 29A Avenue NW
* Edmonton, AB, Canada, T6T 2B1
* October 1, 2014
* Human Resources
* [jobs@eastsidegamestudio.com](mailto:jobs@eastsidegamestudio.com)
* Vancouver, BC, Canada
* Dear Sir/Madam;
* I am writing in response to your notice on eastsidegamestudio.com for the position of Junior Software Engineer.
* I am finishing my final year of education at NAIT (Northern Alberta Institute of Technology) where I have been working towards my diploma in Computer Engineering Technology (<http://www.nait.ca/program_home_76373.htm>) which is a nationally accredited program.
* Outside of this I have been working part-time as a receptionist during my time at NAIT and during my final year in High School where I was able to develop many different skills like time management and working with people from many different backgrounds.
* Also, I was part of the Edmonton Police Cadets program for two years during which I was able to volunteer with the Edmonton Police Service on different occasions ranging from handing out pamphlets and interacting with the public in parking lots and ‘door to door’ to escorting people through high security locations like the Edmonton Police Service Headquarters. I also have volunteer experience at various fundraising events and at a weekend youth retreat camp.
* As an avid gamer and a skilled programmer, I believe that I will be an excellent candidate for this position and that I will be an asset for this team and therefore; I will be looking forward to your reply.
* Sincerely,
* Manu Mathews.

<http://eastsidegamestudio.com/software-engineer-junior/>



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**SOFTWARE ENGINEER (JUNIOR)**

**Job Details**

**Type:** Permanent Full-time

**Department:** R&D

**Job Code:** JSE

**Reports To:** Technical Director

**Start Date:** ASAP

**Number of Openings:** 1

**The Low Down**

East Side Games is looking for an enthusiastic Junior Software Engineer to join our development team. You love duplicating and helping to fix bugs, designing and implementing new features, and doing anything else needed on our small, indie team.

**A Day In The Life**

You will tackle technical problems, build functionality for new product initiatives, and receive outstanding mentorship, all while working on a diverse range of fun and successful products. A typical day here at the studio will include designing, testing, and implementing everything from new game features to bug fixes, using a variety of technologies.

**What You Need**

* Bachelor’s degree in Computer Science, Software Engineering or related technical discipline (or equivalent experience).
* Some experience with multiple programming environments such as PHP, Java, Objective-C, ActionScript 3, Unity(C#), Javascript or HTML5.
* Prior experience working on/ shipping a mobile or canvas project.
* Must have a strong interest in the social & mobile gaming space; we actually encourage you to play games & provide input in their design.

**Nice To Have**

* You’ve worked on or built a project (game/mobile/web) outside of school or work.
* Experience with SQL or NoSQL databases a plus.
* Working knowledge of Object-Oriented Programming (OOP), design patterns, and algorithms/data structures.

**What Is In It For You?**

Check out our amazing [Culture](http://eastsidegamestudio.com/company/culture/) and [Benefits](http://eastsidegamestudio.com/careers/jobs/benefits/) here!

**What Next?**

If you think this is an exciting opportunity, click on the button below to apply!

[apply here](http://eastsidegames.theresumator.com/apply/BgqqAf/SOFTWARE-ENGINEER-JUNIOR.html)