

Gdańsk, 19.04.2016

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HR Department
Intel

Dear Sir or Madam,

I am writing in response to the available Graphic Software Engineer/Intern position at your company. I am a passionate, young software developer looking for new challenges. Currently I am a Master of Computer Science student, who has completed a Bachelor of Computer Science degree.

For about a year I have been also working as a Game Developer at company called Aidem-media. Gaining my professional experience, I have learned way of creating robust, bug-free and performance sensitive applications in game industry. One of my main tasks at my current job is to optimize finished games. Doing optimization, with the graphics rendering being mostly a bottleneck, I have learned how the GPU works from a developer perspective.

I treat programming and software development not only as a way of making money but mostly as my hobby, spending a great deal of my free time in order to expand my engineering skills. For about a half of a year, I have been highly interested in graphics programming. Since then, I have been spending most of my spare time learning about rendering pipeline, shader programming and trying to create my own rendering engine, using OpenGL API.

Your job offer is very closely linked to the area of my interest and also to the direction, I want my career to follow. With my dedication to develop in the field of graphics rendering and my skillset, I know that I would be a great asset for the Intel team. A year and a half ago I tried to join Intel as a developer with no luck. Now, however, I am much more experienced. Having bigger knowledge about software engineering I am confident that I could make a valid contribution to your company.

I am mostly interested in a full-time job and freezing my studies in order to learn from more experienced engineers but I am also capable of finishing my Master's degree in 2017 and holding student status during the internship. I look forward to hearing from you.

Sincerely,
Rafał Sadowski