Simron Thapa

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Sir/Ma’am

Pocket Gems

San Francisco, CA

When I discovered the Software Engineer internship with Pocket Gems from the LinkedIn career page, I was excited by the opportunity to produce new ideas and concepts alongside a creative team of professionals. As a graduate student at Louisiana State University with experience in Graphic Design and Game Development, I enjoy tying data and visuals together to reflect current design trends. My coursework, campus involvement, and professional experience make me a well-qualified applicant for this position.

* **Relevant coursework.** I have completed courses in (Interactive) Computer Graphics with Image processing, Scientific Analysis and Visualization, Game Development at Louisiana State University, and Mobile application development course from Coursera (Hong Kong University). As a result, I am proficient in languages like Java, C/ C++ and usage of libraries like: OpenGL, WebGL, THREE.js, Processing, and frameworks/tools like: Iconic, Cordova, Wingd3D, and Unity.
* **Campus involvement.** For the past six months, I have been a Core Graphic Intern of TEDXLSU and worked in designing all the advertisement materials for the event (March 3rd, 2018). I have also worked in the Web-master team for the development and maintenance of the Computer Science departmental webpage of Louisiana State University. As a Web-Coordinator of Nepalese Student Association at LSU and Membership Officer of Women in Computer Science at LSU, I have the experience of leadership, coordination and time-management.
* **Industrial experience.** I worked as a Software Engineer in the front-end team at Deerwalk Inc. where we had to develop modules in Java/Groovy and generate client specific custom report using Dynamic Jasper and ASPOSE; and create charts and tables using D3.js and highcharts. Sprint planning and communication between different teams and client was also one of my responsibility.
* **Teaching experience:** For past two months, I work as an Instructor of CSC 2463, Programming Digital Media course at Louisiana State University. Designed the syllabus of the course which includes game development using Processing (p5.js), Tone.js for audio and Arduino integration (hardware). It is a course designed for undergraduate students in Computer Science, Art and Music Department.

As outlined in the description, this internship requires willingness to work on a variety of different projects, genres, and platforms and will be expected to deliver flexible, performant, and well-designed code for new games and within existing codebases. My experience collaborating with the development team and working in standalone or collaborative project will be an asset if selected for the position.

My enclosed resume expands on my coursework, campus involvement, academic and professional experience. As I prepare for a career in game engineering, I am dedicated to gaining practical experience to complement my academics. View my portfolio by visiting linkedin.com/in/tsimron. Thank you for your time and consideration. I look forward to hearing from you soon.

Sincerely,

Simron Thapa