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| **Daniel Joseph Jr.**  **Game/Web/Software Development** | 31 Hollingsworth St, Boston, Massachusetts,02126  (617) 991-0150  [danieljosephjr22@gmail.com](mailto:danieljosephjr22@gmail.com)  <https://people.rit.edu/dj5235/portfolio/home.html>  <https://www.linkedin.com/in/daniel-joseph-1bb03016a/> |  |

Today’s Date: [DATE]

[LOCATION]

Dear [COMPANY NAME] Representative,

Hi, my name is Daniel Joseph, I am a 4th-year game development and design student at Rochester Institute of Technology. I am applying to [COMPANY NAME] today for the position of [POSITION]. I would love to get hands-on experience with C++ as well as get learn more about [POSITION ROLE]. I believe that work experience gained during my time at university will not only be essential but necessary in propelling my career & education forward, I place my confidence in [COMPANY NAME] to not only deliver an excellent internship opportunity, but also expand upon my current knowledge of [LIST CURRENT SKILLS THIS WILL IMPROVE], and hopefully new experiences working with the [UNKNOWN SKILLS JOB OFFERS]. Now that I have expressed the reasons why I am interested in applying to [COMPANY NAME] I will give you 3 key reasons why you should hire me for your [POSITION].

Firstly, I have experience working with MGH’s Tele-Neurology Team as well as on the Changeling project. During my time at MGH I worked with my supervisor to write up documentation for the portal using MkDocs and Mermaid. I learned ASP.NET MVC during the internship, and through the help of my supervisor I was able to create practice web pages and gain insight into the portal development process. My experience working with MGH’s Tele-Neurology team writing documentation for a portal as well as receiving training for portal creation has given me the necessary skills to adjust quickly and work efficiently on the task. during my time with Changeling, I participated in the development of existing levels as well as the creation of the tutorial level. During this process I had to quickly learn the unreal game engine as well as previous code to effectively solve problems that I encountered during my time working on the project. Demonstrating my ability to quickly adapt to the project and solve problems I encountered quickly to develop levels.

Secondly, my experience with professional communication, work ethic, and working with team. I have worked for Mass General Hospital as a summer intern for over 4 years with an additional summer working for Sanofi Genzyme as a SharePoint Site Design Intern as well as 5 months working on RIT’s Changeling project as a Game Developer & Level Designer. During my internship for the Changeling project, I was required to learn the Unreal engine and quickly learn about the currently state of the game. I would be working on content that was developed by past developers as well as developing my own levels. This required smooth communication with the rest of the development team to help each other with bug fixes as well as communication with the art team to get correct assets for certain levels. My ability to work hard, effectively, as well as communicate fluidly between the teams allowed me to develop the Tutorial Level in time for a Symposium. During my Time at MGH I was required to keep my supervisor updated on the progress of my Documentation, this was to ensure that I was on the right track and my documentation was clear and concise for future users and developers. Lastly for Sanofi Genzyme I had to set up meetings via skype or in person to get feedback on the development of the Share Site if a certain colour needed to be changed, or if the webpages navigation needed to be reworked to be clearer, I oversaw getting and implementing this feedback. In some cases, I would just email members of the North American Regulatory Team for additional feedback. I believe these skills will help me to quickly adapt to a new team work efficiently within one and effectively tackle task that I may encounter.

Thirdly, my education. 4 years of my education have been dedicated to learning Object-Oriented Programming (OOP) with 3 years learning C++ OOP and an additional year learning C# OOP. In addition to this, I have taken a semester of mathematics of graphical simulation (3D Mathematics) and have been using the information from that course in Foundation of Game Graphics Programming where I’m using DirectX 11 to create a real-time game engine. I believe my education is more than sufficient to work efficiently and quickly at [COMPANY NAME].

Thank you for taking time out of your day to read my cover letter, I hope we can follow up with an interview soon!

Sincerely,

**Daniel Joseph Jr.**