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Today’s Date: 10/16/2022

Rochester, New York, United States

Dear Kathleen A. Lamkin-Kennard,

Hi, my name is Daniel Joseph, I am a 5th-year game development and design student at Rochester Institute of Technology. I am applying to your game design and development position today. I would love to get hands-on experience working on this project, to buster my understanding of game design and development event further. 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 this capstone project to not only deliver an excellent game development experience but also an opportunity to expand upon my current knowledge of Unity, Game Development, and or Game Design. Now that I have expressed the reasons why I am interested applying to this project I will give you 3 key reasons why you should be considered for this position.

Firstly, I have experience working with MGH’s Tele-Neurology Team, Lab Central’s Ignite 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. During my time at Lab Central Ignite, I was tasked with creating and implementing a reactive and interactive career diagram. Even though I had never done any kind of data visualization, I researched and learned D3 and properly implemented the diagram before the end of my internship, demonstrating again my ability to problem solve as well as my ability to adapt and learn new skills on the job.

Secondly, my experience and knowledge of professional communication, work ethic, and experience working with a team. I have worked for Mass General Hospital as a summer intern for over 4 years with additional summers working for Sanofi Genzyme, 5 months working on RIT’s Changeling project as a Game Developer & Level Designer, and lastly working as a frontend web developer for Lab Central Ignite. During my internship for the Changeling project, I had to develop a tutorial level and create a new feature for a pre-existing level, although these tasks were given to me I had no issues with looking to my teammates for feedback on code, or assistance on debugging, just like I helped other team members with their own code when they got stuck, We also shared code when we faced similar issues, and communicated extensively with the art team to ensure models were being implemented correctly. My ability to communicate fluidly between the teams allowed me to develop the Tutorial Level in time for a Symposium as well as gain a greater understanding of Unreal game development. This experience and the skills I learned during my time working on changeling will give me the experience to comfortable acclimate and work well in a new team. 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. Thirdly during my time at 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. Lastly, during my time at Lab Central, I had to meet with my team every Tuesday there I described the progress I made and asked for feedback concerning this progress, during the development of the career map I met with an external marketing team called Proverb and asked for feedback concerning the colours and design of my data visualization. Utilizing the feedback from both my team and Proverb I was able to finalize the project to the liking of the team. These experiences demonstrate my excellent work ethic, professional communication skills, and teamwork skills and will be an asset to this project.

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 numerous classes requiring the use of Unity or furthered my understanding of the game engine, I have used Unity in multiple instances to develop school projects as well as used it in a previous game jam, where I worked with KCG students from Japan to develop a game in a week for the global game jam in January. You can see my other projects on my portfolio page: https://people.rit.edu/dj5235/portfolio/home.html.

Thank you, Kathleen, 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.**