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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: 9/27/2022

Troy, New York, United States

Dear Valen Studios Representative,

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 Valen Studios today for the position of Junior Programmer. I would love to get hands-on experience with C++ as well as get learn more about being a game developer. 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 Valen Studios to not only deliver an excellent internship opportunity, but also expand upon my current knowledge of C++,Game Development, and or Game Design. Now that I have expressed the reasons why I am interested in applying to Valen Studios I will give you 3 key reasons why you should hire me for your Junior Programmer.

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 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 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. 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. This Demonstrates my work ethic, communication, and teamwork skills and will be an asset to any company that seeks to hire me in the future.

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. Lastly I’ve been taking web development courses for 4 years now including HTML5 CSS and JavaScript, I have learned and utilized web components, API as well as Node.JS in addition to some other frameworks and libraries. I believe my education is more than sufficient to work efficiently and quickly at Valen Studios.

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.**