

Sports Interactive

Dear Sir or Madam

I am writing to apply for your advertised vacancy of Junior Software Engineer Intern. I have enclosed my CV to help demonstrate my skills and abilities for this role. I am a second-year Computer Science student at the University of East Anglia. I am very interested in the games industry and believe that I can quickly adjust to a work system from my life as a student.

I would like to expand my experience in the field of games design, and the opportunity to work for Sports Interactive would do just that and hopefully lead to a career after graduation in the games industry. I am confident I possess a range of skills, experience and qualities to make a long-term contribution to your organisation.

As you can see from my CV, through my degree I have developed a wide range of technical skills, including experience working with C++ and have enjoyed creating my own programmes. I've even constructed experiments to determine more efficient programmes in my data structures and algorithms module.

I very much enjoy the process of game development. I have been researching this subject for the last couple of years and find the best way for me is to watch YouTube videos on this subject. I am a regular in watching the extra credit channel that covers topic such as games development as well as others to do with game systems.

I am keen to work with Sports Interactive, as I have heard a lot about you from a close family member who has enjoyed your football manager games for many years. This has therefore allowed me to have a good understanding of why people play. Additionally, I have many years of personal experience with handheld devices (such as Nintendo DS and mobile games.)

I am available for interview and would be more than happy to answer any questions you have.

Examples of my work are available:

<https://github.com/TyrantDA/Portfolio>

If you have any question about my portfolio, please don't hesitate to get in touch.

Thank you for taking the time to consider my application.

Yours faithfully

Alex Norris

Alexander James Norris

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Portfolio: <https://github.com/TyrantDA/Portfolio>

Personal Statement:

I am a second year Student from the University of East Anglia (UEA), studying Computer Science and would like to expand on my experience in the field of games development. I possess the key skills require of your interns such as good problem solving, Mathematical ability and I am extremely passionate about games development. I am a very creative person and believe that this will help me in my work. I also am very diligent when given a task that I understand and am confident when working collaboratively.

Education:

University of East Anglia - BSc in Computer Science with a Year in Industry, 2018 - 2021

First Year: Second Class – First Division

Best modules: Programming 1, Compute Principles, Database System

Key Year Two modules: Programming 2, Computer Graphics, Software Engineering, Data Structures and Algorithms and Architectures and Operating Systems

University of East Anglia - Foundation Degree in Applied Computing, 2017 - 18: First class

A-levels: Geography-B, Physics-C and ICT-B

GCSE: 1 A*, 3 A, 1 B, 1 C including Maths and English

Technical Skills:

Programming:

Java: I understand this language very well and am confident in object orientated programming. In my coursework I constructed a system that could be used to store a list of albums which can be organised in several different orders and can be used to search though. I have also created a programme that can play the card game Whist, using basic AI or a human controller. Alongside this I designed a more advanced AI system which employs card counting to win, I reserved a mark of 85% for this piece of work. Also, I have constructed experiments to determine more efficient programmes in my data structures and algorithms module.

C/C++/C#: First language I learnt a university was C++ in the foundation year. I am learning C and C# in the second year and am very much enjoying it. This can be seen in the fact that I have recreated my albums system in both C and C++. I have also created a game titled Bulls and Cows in C++. I have done one C# project in software engineering where we use the Kanban Agile development process to develop a study planner.

OpenGL: I am learning this language this year and find it very interesting. Although I do not yet have a complete understanding of this, I will do by the end of this year after studying this as part of the course. This will consist of building a 2D platformer.

ARMv7-A assembly: I have learned how to programme in this assembly language. I achieved 100% in the coursework on data structure and algorithms. This coursework required me to create a cipher which encrypts and decrypt messages.

Strengths:

Team player: During my school education I have been required to work in groups many times, helping me to become an effective team worker. As well as this I completed bronze and silver DofE (Duke of Edinburgh award). These experiences have allowed me to understand how group work is handled. More recently I have had to do group work for coursework at university especially in my system development and software engineering modules. Throughout these many projects I have learnt how to communicate my point and be flexible to the ideas of others, as well as use several different agile development process.

Leadership skills: I was a young leader in Cubs for many years. During this experience I became the lead supervisor of activities and ran many wide games. I learnt how to effectively organise and engage groups, especially younger people.

Problem solving: I have always enjoyed puzzle and logic problems since I was young. This is the main reason I picked a computer science course. During my time at University, when given a problem I have enjoyed using my knowledge to figure out a solution.

Patience: I build models in my spare time which requires a lot of patience and concentration. This activity has allowed me to develop my concentration skills. I have put this in to use in many fields of my study when developing my own software.

Work experience:

Aston Analytica – July 2018 – August 2018

Temporary role: Stock taking for a group of London Hospitals on behalf of the NHS

Through this experience I learnt a lot about database structures, computer systems and real-world organisations. It also gave me some management experience as most of the stock-rooms were disorganised which required me to coordinate with colleagues, so we did not check the same stock twice. This role required team-work and an understanding of the system I was using.

Other skills:

Editing: I am self-taught and mostly use movie maker as it was the only editing software, I had access to. This meant that I had to come up with creative ways to edit with the limitations of the software.

Designing: I can design posters, thumbnails and banners. I am self-taught and mostly create end cards and video thumbnails. This was mostly done using Microsoft publisher, but I can also use Photoshop and GIMP.

PowerPoint: At school and university I have done a lot of presentations for projects. I am good with layout, image placement animation and scripts.

References are available on request