Introduction

Throughout my life I have had a major passion for video games. Some of my most memorable experiences growing up are playing games like Mega Man X, Final Fantasy, and Gran Turismo late into the night. When not playing games, I would spend hours after school on the internet combing for any information I could find on games I was looking forward to. The first time I ever visited IGN was to look up guides after getting stuck in Pokémon Gold. From that point on, IGN became one of my major sources of game news and media.

The writers, editors, and hosts at IGN are all key to what makes it great, but IGN's behind the scenes crew is just as important as those in front of the camera. The hard work and dedication of engineers and programmers are what bring the website to life, and I want to become a part of that. I've seen first-hand the amount of changes that IGN has gone through over the past few years, and I'm excited for what the future holds for this website. It's because of this reason that I want to participate in IGN's Code Foo program, and hopefully get the opportunity to work there full-time.

I want to help create technology and software that improves peoples' lives, and programming allows me to do that. Through both my education in computer engineering and earning an Android Developer Nanodegree from Udacity, I believe I have developed the skills that make me an exceptional candidate for Code Foo. This education has given me an eye into the testing and design principles required for software development. Working through Udacity's Android course kindled my passion for Android development and taught me to always keep the user experience and easy interaction in mind. In addition, I know that the guidance and real-world experience I would gain from this internship would allow me to cultivate my career as a developer.

I believe the education of an engineer is never over, and I think Code Foo is the perfect way to further both my career and education. It would be a dream come true to be able to work at IGN's San Francisco office, and if chosen to participate in Code Foo, I would easily be able to relocate to the area and start work there. I would be grateful for the opportunity to work alongside the talented engineers at IGN and contribute my skills to a global leader of games media.