

Introduction

Throughout my life I have had a major passion for video games. Some of my most memorable experiences growing up were 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. I spent much of my time on the internet on websites like Final Fantasy Compendium, GameFAQs, and, of course, IGN. The first time I ever visited IGN was to look up guides after getting stuck in Pokémon Gold. From then on, IGN became one of my major sources of game news and media. More recently I've become an avid fan of the site's podcast content, especially Game Scoop and Podcast Beyond, and it's through these avenues that I've been engaging with IGN the most.

I recognize, however, that 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 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.

Through both my Computer Engineering education and Android Developer certification from Udacity, I believe I have developed the skills that make me an exceptional candidate for the program. This education has given me an eye into the testing and design principles required for software development. I know that Code Foo would help me gain valuable practical experience to help cultivate my career as a developer. The guidance and real-world experience this internship would afford me would be incredibly useful to grow as an engineer.

I believe the education of an engineer is never over, and I think Code Foo is the perfect way to further 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.