

Kyle Patrick Salitrik

PROGRAMMER · ELECTROMECHANICAL ENGINEER

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Company

ADDRESS1

ADDRESS2

Job Application for Position

To Whom It May Concern,

About Me

I attended Penn State studying Engineering Science with a minor in Engineering Mechanics, but was unable to finish my degree due to financial reasons. I was hired into a full time position as an Electromechanical Engineer and during this time worked with several professors to finish my degree requirements independently. I worked for two years in that position designing and programming hardware testing systems, modeling 3-axis vibration test fixtures and truss structures. It was during this experience that I gained an appreciation for programming and software development and decided that I would like to pursue a career in the industry, so I returned to Penn State in order to gain the underlying knowledge in Computer Science to pursue a master's degree.

Why the gaming industry?

The reason that I want to work in the gaming industry is because, as far as I can remember, gaming has been a significant part of my life. Games offer a way for people to have experiences they wouldn't normally have, teach the weight of moral decisions, allow people to understand the consequences of their actions, and most importantly bring people together in person or online and create lasting friendships. Games have helped shape who I am today and I would love to be part of that experience for others.

Why Company?

Because stuff.

Why Me?

I am eager & willing to learn new skills and adapt to the requirements of a professional environment quickly. During my previous employment, I was initially hired as an Electrical Engineer despite having a limited background in the subject. I individually designed several hardware and software for test fixtures utilizing microprocessors to automate hardware testing as well as headed the design of a signal-routing chassis as part of a test station.

Following this project, the company's Principal Mechanical Engineer hand picked me to aid in designing modular truss structures for rapid deployment on, vibration fixtures for rack-mounted servers, and the modeling of a light-weight, modular shipping container proposal.

Sincerely,

Kyle Patrick Salitrik

Attached: Résumé