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To whom it may concern,

I’m a computer science student who is going to get his Associates of Science Degree in June of 2018 and am going to pursue my Bachelor’s Degree. I have little experience save for the projects and assignments I have done for school. You can find some of my projects in my GitHub portfolio listed above. This internship will help me become a better programmer and get some experience I desperately need. With the experience I gain from this internship hopefully I can get a permanent job under Blizzard. If not than find a different company to work for. At any case I want to make games. That is my passion, video games, and I want to help make the product that I love so much.

I may not have lots of experience, but what I do have is patients, perseverance, and an eagerness to learn. It has been a long and hard journey to get this far for me. I have struggled and failed in getting my degree, but I always came back knowing that this is what I want to do in life. I used the time off to learn and refine my skills so that I would be more prepared next time around. As frustrating as it can be writing code and not getting it right there is no better feeling then seeing a good program run as intended. Okay I lied, reaching a new rank in competitive Overwatch feels better, but watching a program that you spend hours working on comes a close second.

Thank you for taking time out of your day to read this and to consider me for the appointment. No matter what happens next whether I am chosen for the position or not it does not change anything for me. I will continue to learn and improve my skills in programming. I will go on to get my Bachelor’s Degree. Hopefully soon I will help contribute in creating a game. Hopefully it all starts under this internship program. However if it does not, I will not let this failure stop me, and I will try again next year and hopefully things will turn out differently if I was not chosen this time around.

Sincerely, Andrew Alarcon