

Dear Hiring Manager,

I am writing to express my enthusiasm for the Junior UI Frameworks Engineer position at Apple. As an aspiring graduate with a passion for creating innovative user experiences, I am excited about the opportunity to contribute my skills and expertise to the development of Apple's groundbreaking spatial computing technology, particularly through my experience working on the Retro-Me project.

Throughout my academic and professional journey, I have consistently sought opportunities to apply my technical abilities and creative mindset to deliver impactful solutions. I have a strong foundation in multiple programming languages, including Python, Java, C++, and Swift, which has allowed me to tackle complex projects with proficiency and adaptability.

One of my most notable achievements is the development of the Retro-Me gaming console. This project involved designing and engineering a retro gaming device that seamlessly integrates with modern technology, offering users a unique and immersive gaming experience. I utilized my skills in C, C++, and Python programming languages, as well as SDL, Pygame, and Unity libraries to program games like Tetris, TicTacToe, Skyroads, and Snake. By integrating various components such as displays, speakers, HDMI cables, USB ports, and wired headphone connectivity, I created a fully functional gaming console with a Raspberry Pi operating system. This project demonstrates my ability to think outside the box, problem-solve, and pay meticulous attention to detail.

Apple's Vision Pro and its revolutionary spatial computing capabilities align perfectly with my interest in pushing the boundaries of user interaction. The Retro-Me project demonstrates my proficiency in designing and developing interactive experiences that bridge physical and digital spaces, mirroring the goals and vision of Apple. I am confident that my passion for creating seamless and intuitive user interfaces, combined with my technical skills, will enable me to contribute effectively to the next generation of interactive experiences for Apple's platform.

Beyond my Retro-Me project, I have gained valuable experience through my internships and academic endeavors. During my internship at NCR Corporation, I worked on enhancing the Emerald XLR retail software, developing a React web app frontend, optimizing app performance, and implementing low-latency real-time communication through websockets. Additionally, my role at Amazon ShopBop involved designing and implementing a swipeable frontend interface, integrating with a MongoDB database, and developing a comprehensive dashboard for business insights. These experiences have sharpened my ability to work effectively in cross-functional teams, adapt to changing priorities, and deliver high-quality software solutions.

I am drawn to Apple not only for its commitment to excellence but also for the opportunity to collaborate with exceptionally talented individuals who are passionate about making a difference. The patent by Apple, to add an optical sensor in the Apple Pencils made me inclined to Apple's innovative culture. The prospect of contributing to the development of UI frameworks that will shape future Apple products and empower millions of users is truly inspiring to me. I firmly believe that my diverse technical background, creative mindset, and passion for user experience make me an ideal candidate to thrive in this role.

Thank you for considering my application. I would welcome the opportunity to further discuss how my skills and experiences align with Apple's mission during an interview. I have attached my resume for your review, and I look forward to the possibility of joining the Apple team and making a meaningful impact on the future of interactive experiences.

Sincerely,

Archit Thakur