

Hello Intel Recruitment Team,

My name is Simon Chen, a third year Computer Science student at The University of Toronto, and am interested in applying for Graphics Hardware Design Engineer position. I have a strong interest in not only software engineering, but Intel as a company, as I use Intel processors, firmware, and graphics drivers on a daily basis.

Through various personal projects and coursework (such as CSC209 Soft Tools & System Programming, CSC369 Operating Systems, etc.), I have gained a lot of experience with lower-level programming languages such as C/C++, very commonly used C libraries, and useful external tools like Makefile and Visual Studio. In addition to this coursework, I have spent a lot of time working with the Linux kernel and understanding how it works and how to use it. I also have a strong foundation in Object Oriented programming which can be demonstrated through my Unity personal projects written in C#, one of which has even garnered over 200,000+ interactions on social media. Through previous internships, I also have familiarity with Jira, Git, and other useful tools for the software development workflow.

Through working at Intel, I hope to not only learn and grow a lot as a software engineer, but also use the knowledge I have gained through my experiences to contribute to a company whose products I use and love. I hope you will consider me for this position and am looking forward to hearing back.

Sincerely, Simon Chen

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