SETH PARSON

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Aka'Magosh,

I am writing in response to the advertisement posted for **Senior Software Engineer, Server (Job Number: 14000AH)**. I’ve implemented numerous technology solutions while serving 20 years in The United States Air Force, and in Molten Core. As a highly competent programmer with expert knowledge of C, C++, PHP, Lua, all that sort of thing, I feel confident that my background makes me the right fit for this position.   
 My skill level when it comes to developing software applications in both Windows and Linux/Unix environment is over 9,000! I maintain 3 WoW add-ons on Curse.com, and about 20 git repositories on Github.com. I'm experienced and comfortable working with large C/C++ code bases involving complex cross-platform multi-threaded network code. I possess solid understanding of Internet Protocols such as TCP/IP, UDP/IP, DNS, and HTTP. I have written a 50K+ line project using OpenGL, DirectX, UDP over TCP/IP master server/game server/client model which compiles on Windows, Linux & BSD. 50K Yep! I am proficient in Lua, Perl, JavaScript, and many other scripting languages. Additionally, I have extensive experience with Cisco networking devices and topologies and can build networks quickly, and even automate tasks with virtual machine & shell/expect scripting.  
 More importantly, I have led 3 different Level 25 guilds, and various 10 – 25 man teams of riff-raff players to defeat the denizens of various WoW raids as the MAIN TANK. I understand that in order to win, teams have to be “fun”. I charged various old timers to come up with ways to challenge the noobs, while giving them a sense of inclusion. For example, during the battle with Kologarn, I would instruct virgins to “jump down and attack his left foot” while the rest of us stayed up top to battle his arms. I have 11 level 90 characters spanning both Horde and Alliance; One of everything, except warrior. I don’t like warriors.  
 Listen, my passion for gaming is off the Richter. I have been playing WoW since the vanilla beta test. You know back when shackle undead really did shackle undead players and hunters were using mana. I understand the deep mechanics of WoW, yes even… ugh… Cataclysm. I have been gaming since before I got a Commodore 64 in 1985. These days, I primarily play WoW, but I occasionally play Hearthstone and some web based games. Words cannot convey how much I want to work with Blizzard to make the very best games, and I know I have the experience needed to fulfill this role.  
 Overall, I feel that my knowledge as a Programmer/Systems Administrator, my willingness to learn new technologies, and my achievement point rating of over 13,000 points makes me the ideal candidate to meet your development needs. I'd be happy to discuss my abilities, background, and gear enchants in more detail. Thank you for your time and consideration.

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