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)**. 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.  
 I offer 20 years developing software/systems administration/gaming with a strong aptitude for learning new technologies and skill in meeting aggressive goals. I have implemented various technology solutions while in the United States Air Force, and in Molten Core. The experience I have gained has challenged me to expand my knowledge of programming and electronic systems greatly.

My skill when it comes to developing software applications in both Windows and Linux/Unix environment is over 9,000. I maintain 3 WoW addons on Curse.com. I'm experienced and comfortable working with large C++ code bases involving complex cross-platform multi-threaded network code. In addition, I possess solid understanding of Internet Protocols such as TCP/IP, UDP/IP, DNS, and HTTP. I wrote a 50,000+ line project using OpenGL, DirectX, UDP over TCP/IP master server/game server/ client model, which I can demonstrate if necessary. I am also proficient in Perl, Javascript, and many other scripting languages. I have extensive experience with Cisco networking devices and topologies and can build networks quickly, and even automate tasks with virtual machine/scripting.

I have led a 20 man team of riff-raff players to defeat the denizens of various WoW raids as the MAIN TANK. I was responsible for ensuring that ventrillo voice channels were kept clear of all but the most pertinent of information. I carried extra potions, flasks, repair bots, and various reagents needed by casters to maximize the potential for success. As the turnover rate was atrocious, I understood that in order to win, our team had 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 designed, built, and programmed a large-scale LAMP stack server with a back-end connected to various networking equipment for training purposes. The custom modular content management system has since been open sourced, and is used to power several different websites.  
 Open Source Projects: In my free time, I maintain and contribute to the RFSCMS project and other open source projects. I keep up with updates in several open source communities.

Listen, my passion for gaming is off the Richter. So much so, that 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. Currently I am only playing some web based games, but I plan on getting my WoW subscription back online closer to WOD release. Mainly because I am working on trying to retire out of the Air Force. Once I get settled into my new place, I am going to be a gaming fool. Words can not convey how much I want to work with Blizzard to make the very best games.

Overall, I feel that my knowledge as a programmer, or systems administrator, and my willingness to learn new technologies 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.

Lok-Regar!

Seth Parson