Greetings,

My name is Edgar Glowacki and I have been in game development as a C/C++ programmer for over 17+ years with half of that doing MMO’s. I have worked for very small shareware companies to largest publishers, and small and large size projects in between. During my career I spend time as a C++ programmer working in trenches, to a Lead of 10 programmers to managing Live Services. My experience encompasses clients (OpenGL and DirectX), server architecture, build and deploy infrastructure, integration of code and assets between large number of branches and depot, patching clients online and data mining using not only C++, but various scripting languages.

Looking over your job web site at <http://www.valvesoftware.com/jobs/job_postings.html> I have not seen specific job opening that may be of fit, but I would like to see if there are opportunities that may be not listed.

My motivation of looking for another job is that as much as Bioware has great games and strives for quality, it is own by EA and this studio has grown to extreme size, making most of us feel like a small cog in a large machine. I am looking for smaller companies with great games. As you may see from my resume I tend to stay long time with company. I would really like to have an opportunity for interview with your team.

Sincerely,

Edgar Glowacki