

# Ivan Lin

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Sony Interactive Entertainment LLC  
400 2nd St  
San Francisco, CA 94107

Dear Sony Hiring Team,

I am an undergraduate computer science student from Stony Brook University applying for your PlayStation Software Engineering Internship. As a student and software developer, I have been involved in computer science through a number of academic, personal, and professional projects that have given me the ability to apply my knowledge to real world systems. After five years of experience in classroom and business settings, I believe I can support PlayStation as it drives innovation in the field of entertainment.

I know that interns are expected to have a solid foundation in the theories and concepts involved in computer science alongside experience in its practical applications. In the classroom, I've taken classes such as Computation Theory, Systems Fundamentals, and Computer Security. In addition, I will have taken courses in computer networks and machine learning before summer begins.

Outside of the classroom, I've worked on both personal and professional software projects. In my most recent internship as a full stack developer at Sweetist, I wrote unit tests, added design specifications to the company's website, and implemented a number of new features such as the ability to query, compare, and graphically visualize sets of shipment data over a time range. In my time there, I heavily used JavaScript, HTML, CSS, and Ruby on Rails while also gaining exposure to SQL databases and the Heroku deployment process. I have since used these tools alongside other skills in my own personal projects, which includes my website, an interactive statistics visualization program, and an in-terminal text editor for quickly renaming files. Through experiences like this, I've worked both alone and in teams to interact with technologies ranging from low level systems to high level web development frameworks.

I know I am still learning and have much to gain from working as an intern at PlayStation considering the promising support, mentorship, and project experience offered by the program. However, I have proven that I am capable of making my own contributions. If PlayStation is taking on some of the industry's most complex challenges in data and efficiency, I will support it on its way.

Thank you for your time and consideration. I look forward to hearing your response.

Regards,  
Ivan Lin