

John “Jack” R. Napor

2360 East Rock Road • Perkasio, PA • 973-820-7486 • jrn011@bucknell.edu

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Blizzard Entertainment
P.O Box 18979
Irvine, CA 92823

Dear Blizzard Hiring Team,

I was thrilled to find the job listing posted on your website for the Associate Software Engineer position for your unannounced mobile project, and strongly feel I would make an excellent addition to this team. My experience with Blizzard began at the young age of 8 years old with the release of World of Warcraft. I had already been introduced to Azeroth by watching my brother play Warcraft 3, but when I logged into WoW, the unique power that this art form had to captivate and immerse its players in a living, breathing world became evident to me. I was too young at the time to fully understand the depth of every gameplay mechanic, but it didn't matter. When I logged in I was not only enveloped by the environment presented to me, but was also integrated into an entire community built within it, complete with its own culture and traditions. This feeling of enthrallment I experienced in my childhood whilst playing World of Warcraft never left me, and its influence on me can not be understated. Subsequently, I have played most Blizzard games released from then on, including Diablo 3, Hearthstone, and Overwatch, and have greatly admired the unmatched polish and fluidity achieved in all of these games. In fact, my early experiences with Blizzard games led me to pursue the field of computer science in hopes that one day I could provide others with that same feeling your games introduced to me.

Since it was evident to me from such a young age that my passion and career aspirations were for video games and their development, I began studying computer science as early as I could in high school, and have continued my studies through my education at Bucknell University as a computer science major. My background has prepared me well for this position by allowing me to develop proficiency in several of the most widely used programming languages, including C, Java and Python, while also exposing me to a wide variety of niche languages, such as Prolog, Haskell and many others. As a result, I am confident in my ability to work in unfamiliar environments and languages and pick them up quickly. My studies also allowed me to learn about and practice common techniques used in modern software development by frequently working on projects in teams, where we utilized things like the Agile/Scrum development process, the MVC design pattern, and version control using Git.

My passion for video games is what drove me to study these topics so intently, and is why I would be overjoyed to have the opportunity to contribute to a brand new Blizzard project. I currently play a wide variety of games, and have exposure to most, if not all, game genres, so I feel prepared to work with a new project of any kind. Games I currently play the most include World of Warcraft, League of Legends, Player Unknown's Battlegrounds, Legend of Zelda: Breath of the Wild, and Overwatch, but I play many more on a less consistent basis. Blizzard serves as the originator of some of the first games I played, and these games are what serve as the origin of the passion that I built my life around. Attached is a copy of my resume for your review. I would appreciate the opportunity to meet with you to further discuss my qualifications for this position. Thank you for your time and consideration.

Sincerely,
Jack Napor