

**James Mueller**  
**2601 Ridgefield Rd**  
**Columbia MO, 65203**  
**(573) 881-2018**

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Dear Riot Games,

I attended a talk at Strange Loop in Saint Louis by one of your engineers working on the League of Legends chat system, and because of that talk I am interested in working as a developer with you at either your Santa Monica or Saint Louis office.

You service millions of concurrent users daily, and that brings with it a lot of really cool scaling issues that I'd love to work with. Where I work I love taking processes that were written years ago and making them fast and reliable. There are systems that are now a thousand times faster because we used modern database access techniques, multithreaded the processing and started using rabbit messages to write the output to keep it non-blocking. I'm sure that Riot has less low hanging fruit that can be optimized like that, but I'd like to apply what I've learned to a modern company with with talented engineers that can help push me.

I also work as a full stack engineer, so I've modified network rules, written automation and deployment code, built web servers in Java and Groovy and written front end HTML, Javascript and CSS. I'm not against doing any of that as long as I'm working in a team of talented engineers.

I'll also say that I'm a gamer and I think it would be really cool to be able to say that I work at Riot Games and I help make League of Legends possible.

Thank you for your time,

James Mueller