

To Whom it May Concern,

Thank you for your time in considering my application. My name is Sean Teramae and I am a Junior in Computer Engineering at the University of Hawai'i at Manoa.

Last Summer, I had the wonderful opportunity to intern at Blizzard's Austin office on the Web & Mobile team for the Diablo and Hearthstone franchise websites. On these teams, I contributed greatly to front-end engineering tasks for the new Diablo Necromancer DLC and a redesign for the Hearthstone eSports Standings page.

As for my experience with game development, I once wrote an ASCII minesweeper adventure in C called "Miensfeld". This game consists of a player that must navigate an 8*10 grid, avoiding randomly placed mines throughout the grid. For this project, I completed the game logic, generation of mines, placement of flags to denote mines, scoring system, and menus excluding the display. In C++, I completed a "Tamagotchi" simulator that tasks the player with raising a digital pet. For this project, I wrote a system for simulating time, minigames to support earning income, item effects, and animation support. I also have limited experience working in Unity following some of the company's tutorials.

In my free time, I enjoy playing my favorite games on Battle.Net. Without a doubt, my favorite Blizzard game to play is Hearthstone. I've been playing since open beta with about 7,000 wins in play mode and about 2,000 wins in arena. I've also developed a tool for users to learn about cards in a set, including newly released DLC, using a 3rd party Hearthstone API. You can find the app on my personal website.

Blizzard Entertainment's commitment to providing flavorful and polished experiences to its users has been an inspiration. You can reach me best at (808) 226-4145 (mobile), or email me at seteramae@gmail.com.