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BLIZZARD ENTERTAINMENT
SOFTWARE ENGINEER

Dear Blizzard Entertainment,

I'm interested in the software engineer opening on the engineering team.

Starting from my internships, I've worked as software engineer in test focusing on building automation framework for different platforms. Right now I am responsible for leading a small team performing maintenances for an automation testing framework which I built from scratch. I have a passion towards building tools which make lives simpler and easier for software engineers.

Working in gaming industry has always been a dream for me since childhood. I play all kinds of games across all genres and finally landed in MMORPG (wower since level 45 and guild leader for raiding in WotLK and Cata), rogue-like, and metrovania indie games (Hollow Knight, Axiom Verge, etc.). I'm also an all-around blizzard game player. Spending a few hours either in Azeroth or in Tristram before sleep has also becoming my daily routine, which has helped me improve my quality of sleep quite a bit.

I'm also fascinated by how fast blue posters respond. Over these years, I've never seen any gaming company this size emphasizes so much on sharing information with general players. This makes me feel very comfortable as a gamer myself, and very optimistic about blizzard as a company.

So I asked myself: why not combine work and interest together? And here I am writing this cover letter hoping for a hit. Thanks for your time and hopefully we can speak soon!

Sincerely,

Xiao Meng Wei
