**Dear Riot**

**I'm a senior server programmer.**

I have worked as a server side programmer for nine years. I am making Bless game. Bless game is AAA scale MMORPG. I have participated it since 5 years ago. I made most parts of the game from core to front game features. I improved core systems. Thread local memory allocator, Async tasks serializer, Thread model, protocol code generator, etc. And I made main game systems. Quest, Item, Inventory, Action, Talk, AI Decision maker using BT, etc. And I made DB cache server and authorization server using C#. And I made operating tools. Mornitoring Tool and Chatting program for communication in blessproject members.

**I have interest in open source projects and new technologies.**

I am making a scalable chat server using Node.js and Redis for a personal work. My goal is to make a game server that can accept unlimited users and run continuously. There are three requirements for this. First, it should have a good scalability. Second, it should not have a single point of failure. Last, it should have a reliable fail over process. I am always studying and making personal works to achieve it.

**Working in Riot will be very proud.**

As you know, every Korean man want to join you. I love so much LOL. I have played LOL for nearly 6 years. Warwick, Annie, Ryze, Ashe. My best champions are that old ones. But, I don’t play anymore. Maybe I’m too old to play LOL. LOL’s skills are always awesome. I guess it’s the best various and well-made skill system. Today, LOL’s skill system is a dictionary of skill to many games even Bless too.

**I think a weak English skill is my biggest weakness.**

But, I heard the best way to learn language is live in that language’s country. I believe and promise it will be better soon.