

# Marcus Grant

SOFTWARE DEVELOPER · ELECTRICAL ENGINEER

125 W 31st street Apt. Ph A, New York, NY, 10001, USA

☎ (+1) (978) 857-5462 | ✉ [marcus.grant@thepatternbuffer.com](mailto:marcus.grant@thepatternbuffer.com) | 🏠 [www.thepatternbuffer.com](http://www.thepatternbuffer.com) | 📱 [marcus-grant](#) | 🔗 [marcusfredrickgrant](#)

## Company Recruitment Team

July 14, 2016

PROLIFIC INTERACTIVE

Dear Recruiting Manager

## Cover letter

---

If you're looking for a software developer that understands how software works from the transistor-level up to high-level frameworks? Then look no further!

I've been tinkering with electronics, computers, and software since I was a child, helping my grandfather with his computer repair shop. Eventually, I went to Rochester Institute of Technology to earn a degree in electrical engineering with a focus in robotics and embedded systems, and a minor in business administration. Among several required internships for my degree, I also worked as an embedded systems developer for ABB, an industrial robotics firm where I learned to love developing software in a professional capacity.

At my father's behest, I attempted a year in the family business of management consulting and finance but found it wasn't for me so I enrolled in the Flatiron School for iOS app development and instantly fell in love with the platform, as I returned my career focus back to a technical field. Since everyone now has a pocket computer, I really love the idea that I can fashion the tools, games, and electronic accessories that now get used more than the conventional desktop or laptop software. As such our final project was an app my peers at the Flatiron School and I jokingly called, "SubWaze," which serves to improve predictions of the arrival and departure times of New York's MTA trains. I had to make the model classes that stores, modifies and updates with the Parse cloud service that stored our live timetables with the local data store contained within iOS's Core Data framework, as well as some of the classes that used Core Graphics to draw custom views. From this project and my experience at the school, I've found that I love working in teams and that when presented with interesting problems to solve in software engineering I have no problem working long hours to solve them.

With that in mind, when I first heard about Prolific from one of your co-workers, and friend from the Flatiron School, Yoseob Lee; I became very excited about the possibility to work for a company with such a varied portfolio of apps and phenomenal model of development operations. I heard one of your developers speak at the Brooklyn Swift conference about a month ago and was impressed at how quickly you've adopted Swift into your codebase and how you approached learning the new language and integrating it, within the company's workflow.

I think I offer a wide field of competence of computing technology with my background in electrical engineering on top of software development that beyond just standard iOS and Cocoa development, that could be leveraged in just about any app that requires development. I haven't found any concept in software development too difficult or uninteresting enough to learn quickly, and I think that stems from my understanding of how computers work from an atomic level. So I hope you will consider my resume, and the provided links to projects, profiles, and my site, which are represented as links inside the PDF version of my resume, as you review my application.

Sincerely,

**Marcus Grant**

