

# Kuanghua Qiao

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**June 19, 2018**

Katie Bieber  
Bioware  
Edmonton, Alberta, Canada

**Re: Possible intern opportunity**  
**Greetings Katie:**

I would like to humbly request an intern position at Bioware. Throughout my mixture of hardware and software designing experience, I have always found software being more engaging. And among all the fields in software, nothing excites me more than creating games. As such I recently made up my mind to transition into the gaming industry. Since I have always wanted to make a game under the title Mass Effect, Bioware is the place to go.

Skill-wise I have proficiency with various programming languages including C, C#, Java, and Python. I have also been exposed to several other languages such as Javascript and C++ during some of the tasks in my projects. I have also designed a board game within a group of four for a class project. Though I will have to be honest the programming in the hardware-related field is rather different from that of the gaming field. But with my training combined with my research capability, I will be able to get up to speed in a very short time.

Aside, from the technical aspect, I would also like to bring some cool ideas about future possibilities of Mass Effect. We can further discuss these ideas in an interview if you would like to. Needless to say, it will be an honor to be able to work at Bioware, and I hope I can be of great value to Bioware as well. If you are interested please send me an email and we can arrange a phone call, and I'm willing to relocate to wherever job needs me.

**Yours sincerely,**

**Kuanghua Qiao**