Dear Foundation 9 Entertainment Recruiter,

I recently finished a temporary programming job and intend to relocate to San Francisco to enter the video game industry. These are two dreams that have been reoccurring since high school. After 5 years, I believe I finally have a chance to actualize both.

I understand this is an intern position, but I feel it's one of the few ways to enter the gaming industry.

The main programming language used throughout the CS curriculum was C++. I used OOP conventions and the STL for most of the classes. My 3D math skills derive from a linear algebra class and a CS class where I wrote algorithms to solve linear algebra problems. You can see the <u>source code</u> for it listed under "CS417".

Although my work experience mostly consists of .NET, I imagine the concepts behind the tools of .NET, such as object mapping (LINQ to SQL), UI (ASP.NET/WinForms), and Web Services, will lessen the learning curve of the other large frameworks.

As an example of my capabilities, I'll detail the last project at my last job: the Impact interface. Impact is title/escrow software that many title insurance agents use. I had to learn how to: use Impact, figure out what database it uses, how to connect to it, find the escrow bank transactions in the database, see how the transactions are changed by events in Impact, then write the code. I used another interface as a base, then wrote giant T-SQL queries (Impact has awful database design) to retrieve the data from Impact, and then wrote other code [C#] specific to Impact. After the properly formatted retrieved data in memory, it was finally sent to my company's server via web services. I completed all of this alone, with only a few questions to the lead programmer.

Detailed in my resume, you will see I have experience in other fields as well. I am confident that working in the city and industry of my dreams, I would be overly motivated to work for any company, especially Backbone Entertainment (love Castlevania: SotN!). Thank you for your consideration.

Sincerely, Rahil Patel