Dear Bethesda Softworks Recruiter,

After graduating last May with a BS in CS, I’ve been looking for a position, such as the game programmer, in both locations.

My college education has provided me with a well rounded programming curriculum. It includes web development, databases, scripting, and object oriented programming. The main programming language used throughout the curriculum was C++. I used OOP, the STL, and guidelines to create efficient code. For web development, I’ve created an internet forum from scratch using the LAMP solution stack. In contrast, I have created a web server, in Python, following RFC 2616. I’ve programmed in Linux and Windows environments. I’ve developed in Agile and waterfall like methodologies.

I’ve always been a gamer. I’m very knowledgeable of a variety of game genres. I’m familiar with general designs, mechanics, etc. I can play many on a competitive level.

I currently live in southeast Virginia, but am planning to relocate near the job site.

Detailed in my resume, you will see I have experience in other fields as well. You can view my projects and source code at <http://rahilpatel.com/portfolio.php>. I am comfortable developing quality solutions, and confident that my knowledge, coding methods, and research behaviors will prove to be an asset to your organization. Thank you for your consideration.

Sincerely,   
Rahil Patel  
721 River Strand  
Chesapeake, VA 23320  
(757) 630-7972  
[Rahil627@gmail.com](mailto:Rahil627@gmail.com)

**GAME PROGRAMMER -- Rockville, Maryland**

Bethesda Softworks is looking for talented programmers to join our team that is pushing the bleeding-edge of RPG development for the PC and future-generation consoles.

In this role the Game Programmer will write and develop application specific code based on design requirements. The Game Programmer will work closely with artists, lead engine programmers, designer and producer to implement game features.

**REQUIREMENTS**

1. B.Sc. in Computer Science and/or Mathematics.
2. Proficient with c++ and object-oriented programming.
3. Development experience in the games industry a plus.
4. Development experience on game consoles (Xbox360/PS3) a plus.
5. Experience with DX9 2.0 or above level Shaders and HLSL a plus.
6. Ability to contribute innovative and original ideas towards all aspects of game production and development.
7. Strong communication and organizational skills.
8. Must work well under pressure and handle multiple tasks.
9. Passion for making GREAT games.
10. Knowledge of Role Playing games and The Elder Scrolls or Fallout a plus.

**How to Apply:**

For the positions listed above, send your resume and any requested materials (web links preferred for portfolios/materials) via email. We will not return any materials.

*E-mail:*[***bethsoftjobs@bethsoft.com***](mailto:bethsoftjobs@bethsoft.com)*(Include position name in the Subject line)*

**Please be sure to specify the position for which you are applying.**

**No Recruiters or Agencies Please**

*Please Note:* Individuals submitting resumes or otherwise responding to employment opportunities at *Bethesda Softworks* are NOT considered applicants until they apply for a particular position and have been invited to complete the company's employment application.