August 07, 2009

Dear Breakaway Recruiter,

Hope this letter finds you well. I would like to start by introducing myself. I’m a Virginia born citizen and a recent graduate in computer science, with a background in motels. I am currently looking for a full time position in software development.

I’m not applying to a specific position, so I will not go much into detail about my experience. My college education has given me a well rounded experience which includes: web programming, database programming, scripting languages, assembly, and a ton of C++. Please see my attached resume for more details.

I’ve already read information about the company on the website, and know how prestigious Breakaway is. I grew up playing Impression Games, and sometimes crave playing well made city building game again. I am an avid gamer, thus I am very knowledgeable about games and can play many on a competitive level.

Being a Game programmer is an aspiration I’ve had since middle school, and I honestly think I would make a great one. I’m very good at criticizing games, due to the vast amount of games I’ve played. I could find faults, counteract with improvements, and offer original gameplay ideas.

Although being a game programmer is my goal, I don’t have to start out as one. Just being near a video game company is enough inspiration to keep me working hard. I could start with UNIX administration, work with the website, or help with the databases. I would love to work with serious game, since they often have the same skill set. I’m just trying to impose my obsessive work ethic on to your business, and build a foundation for my career in the process.

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. Should you have any questions or concerns regarding my resume, please feel free to contact me anytime via e-mail or phone. Thank you for your time and consideration.

Sincerely,

Rahil Patel

(757) 630-7972

[Rahil627@gmail.com](mailto:Rahil627@gmail.com)

subject line: BreakAway Online Job Posting

Subcontractor for NASA EOSDIS Maintenance and Development Contract (EMD)

Manage, support and troubleshoot software installations

Develop scripts and tests for Software Functionality Lab

Support Integration and Regression Tests for new software releases.

Maintain Java Web GUI custom code

Position Description: Entry level software engineering position contributing to the successful maintenance of the NASA Earth Observing System Core System (ECS) Maintenance and Development program (EMD). The EMD program is an element of an important System Data Processing System which supports sensor borne satellites which collect information about the Earth's climatic processes. The EMD program supports three archive centers and users of the hardware/software system which ingests the satellite imagery data, catalogs the imagery and archives the data on state of the art media. The ECS system allows for scientists and worldwide communities to access the data by search and browsing granules and then ordering the data of interest. This highly complex system requires software engineers who enjoy working the intricate complexities of software that exceeds performance requirements; who can quickly meet the challenge and responsibility of someone who has been out of college for more than two years; and who brings a mastery and adaptability of technical computing skills. The software engineer will be part of a well seasoned experienced team who meets the schedule challenges and is sought out for innovative solutions. The software engineer will have immediate hands on assignments, contributing to the successful continuation of support to NASA Earth Science.

**Requirements**

Required Skills: Proficiency in Java and C++ in a Linux or Unix development environment. Should be capable of working in all phases of the software development life cycle, including requirements, design, code, and testing. Should have good communication skills, and must be capable of working in a structured team environment with other software engineers, following standard software development processes consistent with CMM and CMMI Level 3 and above. Major in Computer Science, Computer Engineering. Eligibility to work in the US on a long term basis is required.

Desired Skills: Related experience outside the classroom such as an internship or summer job. Some experience with database applications such as Sybase. Experience with Perl.