RALPH KIM

Technical Artist

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Electronic Arts, Inc.

To whom it may concern,

I sought out this Software Engineer position under the guidance of recruiter Julie Ghata, whom I was introduced by EA associate producer and faculty at Carnegie Mellon, Professor Tom Corbett. I believe that my love of games and the skillsets I have gained from developing them make me a great fit for this position.

My deep understanding of game system design conventions that I acquired from programming multiple standalone game projects makes me particularly well suited as a gameplay engineer. As many of these projects involved the use of libraries of emerging technologies like VR and speech recognition, I am conscientious of maintaining modularity in my coding practice. I have also frequently applied my understanding of linear algebra when scripting behavior in 3D projects in both animation and games.

Through my program at one of the most industrious universities in America, I have developed a strong work ethic and an avid desire to become stronger in my field. Due to this, I am particularly drawn to the fast-paced world of game development and the professional environment of a highly-esteemed company like EA.

At a personal level, I can testify my passion for video games with the thousands of hours I have spent playing them -- many of them in the early Sims games, and many more in the anachronistic games of the 3DO. This is why I am especially excited by the prospect of working for EA.

My portfolio can be found on my website linked at the top. I hope you will find me a qualified candidate. Thank you very much for your time.

Sincerely,

Ralph (Junghyun) Kim