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Dear Leesa Dreo:

When I saw the job posting with PlayStation I knew I had to submit my resume. For as long as I can remember I wanted to create games, virtual-reality games in particular. As I have grown so has my ambition, as I wish to help create the most immersive and fun experiences possible.

Over the years I have continued to pursue this dream by attending Iowa State University (ISU), where I have completed my course of studies in my two undergraduate degrees of Software Engineering and Cognitive Psychology. Now, with virtual reality reemerging, my dreams have never seemed so achievable. Let me share my passion.

As a student at ISU I chose this double focus because it combines both the computer and human factors I need to develop this type of technology. I have completed courses in software engineering needed to develop this technology (such as Embedded Systems and Introduction to Computer Graphics) as well as courses to improve my understanding of human processes (such as Sensation and Perception, and Human Factors in Technology). Having insight in these two areas is important, because regardless of how great the technology may be, you always need to consider the humans who use the technology, especially for human centered things like games.

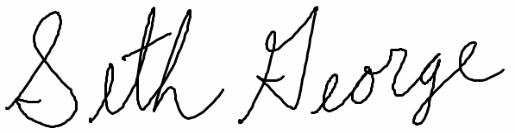
Additionally, I have experience working with the Navigation Laboratory on the ISU campus which uses a number head-mounted displays and periphery devices. I am a self-starter and, as it was needed, I taught myself many skills needed to develop for this type of hardware as well as how to make the assets with Maya. As ISU\_GDC Vice President I led events, connected clubs in our region and our club has worked with industry professionals willing share their wisdom and experience with others to make that knowledge accessible to everyone and allow anyone the chance to learn game design regardless of where they were living.

Though I am done with my undergraduate studies, I believe that there is much work left to do, and your company is an excellent opportunity for me to make valuable contributions to the game industry. Sony is on the forefront of so many areas and I am eager to learn and enthusiastic about where the industry’s future is leading.

Thank you for taking the time to review my resume and consider me for a position.  You may contact me with any questions by emailing me at sethg13@gmail.com or by calling (515) 631-0451.

I will follow up with you in the coming weeks, and look forward to discussing this exciting opportunity with you.

*Warmest regards,*



Seth J. George