

Salim Mansour

SOFTWARE ENGINEERING · GAME PROGRAMMING

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Ubisoft Hiring Team

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UBISOFT TORONTO

TORONTO, ON

Dear Hiring Team Manager,

I am interested in being a part of Ubisoft Toronto as a Programmer Apprentice. As someone who is passionate about video games and their potential in exciting audiences, I've always looked up to Ubisoft for combining creative gameplay ideas and disciplined execution to provide impressive, boundary-pushing experiences from Assassin's Creed and Rayman Legends. Furthermore, my curiosity of finding innovative ways to solve problems and my experience in developing software in team settings makes me an excellent candidate for this opportunity.

I am currently studying for an Honours Bachelor of Science in Software Engineering at the University of Toronto, graduating in April 2020. During my degree, I benefited from my curiosity of new technologies by excelling at advanced subjects including Artificial Intelligence, Computer Graphics, and Machine Learning, as well as working on advanced projects including building a ray tracer in C where I combined my knowledge of 3D math and programming to implement features including multithreading, depth of field, and texture mapping. I also practiced critical thinking and solving of complex technical problems through developing an action platformer in my free time, prototyping unique mechanics that fit organically together and polishing the player experience. As you can see, my curiosity and problem-solving skills make me a perfect fit for Ubisoft.

On top of my technical ability, my interpersonal skills including my sense of teamwork and passion for games would be of great benefit to Ubisoft. In both my recent professional experiences at Geosoft Inc. and the Centre for Addiction of Mental Health, I jumped into collaborative environments and used my strong work ethic, time management skills, and positive attitude to provide innovative solutions to problems, going above and beyond expectations. In addition, my love for video games has encouraged me to be an executive of the first ever game development club at the University of Toronto, where I use my teamwork and communication to plan biweekly meetings with other executives where we engage in discussion about game design and development, ultimately creating a community of dedicated game developers. I am certain that I can use these experiences and more to be a passionate and hard-working team player at Ubisoft.

From my curiosity of new technologies to my team-player mindset, I believe I am a strong contender for the Programmer Apprentice position at Ubisoft. You can find more about me at my LinkedIn and more about my projects at my website, both linked in the header. I look forward to further discuss how my passion and skills can be of use to you.

Thank you,

Salim Mansour