TERRENCE JAMES DIAZ

Dear Blizzard Team,

I'm writing to you today about your "UI Software Engineer" position that I found through LinkedIn and what I can contribute to the company and its users as a member of your team.

In my senior year at Harvey Mudd College, I was commissioned along with four other people by GoDaddy Inc. to complete a stand-alone feature to their website builder as part of my senior capstone project. I was involved in the full cycle development of the application but I found myself tending more to the front end and user experience portions of the project, designing, prototyping, implementing, and testing our software. My team's other responsibilities for the project included writing technical reports, giving several presentations to either the general public, professors, or GoDaddy executives, and meeting regularly with GoDaddy project managers and engineers for guidance. Although my team members and I had little front-end experience prior to the project, we were able to successfully deliver our application using technologies such as React, Webpack, and Node in addition to teaching ourselves Javascript, HTML, and CSS methodologies along the way. As a result, our quick learning and adaptability was awarded the Outstanding Team award at the end of the year.

Alongside my technical skills, my work experience as a creative graphic designer gives me an elevated sense of design, and my various soft skills attained from leadership and management positions enable me to be as cooperative and diplomatic as possible in group settings and always act in the interest of the team.

I can think of games as nothing but irreplaceable in my life. They are often reduced to distraction mechanisms, but as a child, story-rich games taught me how to read when my immigrant parents could barely speak English; online games gave me communities and friends when I could not find people in real life who shared my niche interests; puzzle games gave me critical thinking skills when I had limited access to educational resources, and other games gave me so, so much more. Even today, the games I play range widely from MMOs (HoTs, CS:GO, Overwatch, LoL), RPGs ("Tales", Kingdom Hearts series), and story-driven/visual novels (Danganronpa, Ace Attorney). While most people these days seem to be attracted toward the usual Silicon Valley tech giants, I cannot think of being happier anywhere but a place like Blizzard where I am given the opportunity to give back and contribute to a community and industry that has played such a fundamental part in my life and wellness.

As such, I strongly believe my unique perspective and experience coupled with my user-friendly and user-driven problem solving allows me to fit naturally in a front end position at your company. I am available for both phone and in-person interviews, and I look forward to hearing from you soon.

Many thanks,
Terrence James Diaz

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