



April 19th 2020

Ubisoft Entertainment Inc  
224 Wallace Ave #200  
Toronto, Ontario  
M6H 1V7

Dear Prospective Employer,

I am writing this cover letter to apply for Part-time Gameplay Programmer Internship position as a participant of Ubisoft Toronto Next 2020. In the past three years, I have been working on different game projects and I recently have interned at PSI Technologies in the last four months. As an experienced programmer and passionate game developer, I am excited to be a part of the co-op team and contribute my experience to the company projects.

I have three years of experience in software development, including C# and C++ object-oriented programming. I have built a Unity 3D game called "STR Business", which applied Dependencies Injections and Singleton Design Pattern to ensure proper encapsulation and valid references across loosely-coupled objects. Moreover, saving data system is also implemented using Serialization and JSonUtility to permanently store player high score.

Additionally, in 2017, I achieved top 1% out of 1925 competitors in the Canadian Computing Competition and my proven problem-solving skills will be a great asset for the programming team.

As a passionate game designer and developer, I would really like to contribute my determination and my coding skills to Ubisoft game development. My resume is enclosed for you to review. Thank you for your time and consideration and I look forward to hearing from you.

Sincerely,

Long Tieu