Vineet Bharot

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Santa Clara, CA

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Dear Hiring manager,

I am Vineet, a Graduate Fall 2021 Masters of Computer Science student at University of California, Irvine with 3 years of experience in building highly scalable, reliable and secure Backend Software Solutions. I came to know about open position for the Software Engineering Intern for Summer 2021 at Electronic Arts and I would like to apply for the same.

I have a passion for game development and my prior work experience with Ubisoft as a Backend Developer has solidified that passion. There I successfully developed and deployed an in-house autoscaling solution for our MERN stack services hosted on AWS that was able to handle 5 times the concurrent user load due to Covid-19. Our game servers were constant target for hackers and modders, so I contributed significantly to improving services and information security by thwarting CSRS attacks on our Socket based, JavaScript Node.js servers.

I also developed Django and Flask servers handling Terabytes of Data using Celery on python. I created a solution that decreased the load times of our systems by 6 times by modifying the replication protocol for NoSQL Databases (CouchDB) as well. I have hands-on knowledge of developing Software and Cloud infrastructure Services and platforms best suited to host them. Working very closely with the Global Network Systems team at Ubisoft I became very much competent in AWS web services, Jenkins, Bash, groovy scripts and ELK Stack.

I have included my resume and look forward to talking with you in more details about how I could be a great fit for your team and organization. Thank you in advance for your consideration.

Sincerely,

Vineet Bharot