

Tyler Small

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Hiring Manager
Blizzard Entertainment
1 Blizzard Way
Irvine, California 92618

Dear Hiring Manager:

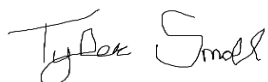
I have been playing Blizzard games since I was 11 years old, and it is surreal to finally be sending this document – considering World of Warcraft addons were my first exposure to software development.

I am applying for the “Associate Software Engineer, Audio” position you have open for new grads on the Overwatch team. I feel a special connection with this position, because it combines every interest I have had in the past 6 years of my life. I composed music before I started school for Computer Science and feel my skills mesh very well – considering I wanted to be a sound engineer before I decided to fully commit to a C.S. degree.

I have experience in 3 DAWs (FL Studio, Reaper, and Cubase) and have experience in both big-name game engines (Unreal/Unity). I have integrated sound in both engines, as well as creating a sound engine for my own custom engine that I currently write in my free time (it supports 100 mixer channels, which can all play/pause a loaded mp3/wav file). I also have a light exposure to F-Mod as well as Wwise – enough to navigate around and understand them at least. I am obsessed with game engines and understanding how they work – especially the audio side.

The first thing I said when I played the Overwatch open beta was “The sound design is amazing”. The attention to detail regarding reverb especially, blew me away. I’m excited to have the chance to work on something that has brought me so many hours of joy. I hope to talk more about nerd stuff with you guys soon.

Sincerely,

A handwritten signature in black ink that reads "Tyler Small". The signature is written in a cursive, slightly slanted style.