# Dylan Goureau

dylangoureau@gmail.com
786-384-2814

I am ecstatic to submit my application for the Software Engineering position at your company I saw listed on https://www.riotgames.com/en/university-programs. While undergoing the third year of my undergraduate program in Computer Science, doing well in my classes while also understanding the material given to me, while also having experience under my belt with previous internships, I'm confident that I'd be a strong addition to your team in any way necessary.

While studying for my Undergraduate Program in Computer Science at Florida State University, I also worked on projects through my internships, one of them being called FunTown RV. Working at this establishment as a Data Specialist Analyst/Software Engineer, I gained substantial experience in coding in Python, C++, HTML, CSS, and JavaScript. While gaining experience in these languages, I can say with certainty that I would be able to pick out segmentation faults and identify and fix bugs better compared to the past — all skills I'm confident would be useful at Riot Games. Additionally, during my internship, I was able to use my knowledge of coding to aid my team in completing a task quicker by automating it allowing other tasks to be completed faster. I believe a key factor in any work environment with other people should be working efficiently but mistake-free. I also was able to partake in the development of an API system between two software using Python to create a bridge between an inventory management software and a website development tool.

Before this internship, I worked on campus with a group that specializes in VR development. The innovation Hub allowed me to learn C++ and C# more in action through their VR development projects. It was a good way to show me how educational programming can be transferred over to commercial/real-life work. One achievement I'm proud of that I got to take part in, was the construction of a library in a VR environment. This project allowed me to work with a team of software engineers whom all share the same common interest, coding!

Interning at these companies provided me the opportunity to put what I learned inside and outside of school to work — allowing me to work with a team of software engineers and be able to effectively provide a solution to something to make it more efficient for others. At both FunTown RV and the Innovation Hub, I was able to experience what harsh deadlines were, maintain a well-balanced schedule while also flipping back from school and work, and being able to produce code that I think fits the criteria needed by my employer. I'm confident my skills will be put to good use at Riot Games, and I hope by providing you with all this information I would be to talk to you further regarding my Software Engineering position.

Attached below is my Resume which goes more into detail about my relevant skill set, accomplishments, and experience while also providing you with my school track record. Thank you for your time in reading this, and I look forward to hearing from you soon.

Sincerely,

Dylan Goureau