

Dear Human Resources Rep:

I am very excited to have graduated Cal Poly, SLO, June 2011 and be moving forward in my career. I have absorbed a plethora of information on and about computing, including but not exclusive to: processor hardware construction, assembly languages, writing a compiler, intro to OS and multi threading, Data bases, Graphics (openGL/SDL), intro to Ruby and regular expressions. One thing that sets Cal Poly apart is their "learn by doing" motto. Constant labs, programs and projects enforce this motto by having to put into practice the theories taught in class.

Since graduation I have begun reading a book and researching Andriod app mobile development. Through examples I have made several simple applications, one being Sudoku. I also started doing Lynda.com video tutorial sets on Javascript, AJAX, HTML5, and PHP & MySQL. The first PHP tutorial set went over creating a content management system which I am constructing into a new more dynamic portfolio site. The second is teaching the (OOP) approach to PHP project creation, focusing on how it increases scalability, organization, and readability. The following is what I completed by graduation.

Database Experience

I chose to take two database courses as part of my technical electives. That experience prepared me for an internship with ViaSat that I enjoyed last summer. I worked on an existing data collection and reporting web application within a three-man team. We had to update the application to report on hardware projects as well as software. I worked on the construction of the new database, the php and stored procedures, as well as working on decoupling the program from the server in Java (taking out dependencies on environmental variables). I also worked on the encryption/decryption of passwords between java/php.

Graphics Experience

While at Cal Poly I participated in numerous paired programming labs and projects, as well as four programming groups ranging from 3-6 people. I was project leader in two of the programming groups. All of the projects I was involved with were successfully completed within 10-20 weeks.

In the first quarter of my senior project graphics class I created three pitches for games, one of which attracted four other students. They selected me as the group manager for our senior project. We have managed to build a real time, 3D, 3rd person view zombie game. Some of the required technologies to be incorporated include spatial data structures, lighting/rendering, models/animation, different forms of culling to reduce stress on the GPU, collision detection, and time based movement. As group manager I not only had to ensure the completion of the game, but also facilitate: hitting milestone deadlines, making sure the required technologies got incorporated, separating and delegating tasks, managing the group and communications, setting up meetings, discussing options and issues with the professor, along with finishing coding tasks to contribute to the games completion. I am very proud of our final product, which we have demoed at Dreamworks, as well as the Industrial Advisory Board for Cal Poly (which also included representatives from Dreamworks and Nvidia). Everyone we have demoed our game to has been impressed by what we were able to accomplish in such a short amount of time with only four people. My senior project professor has already written me a letter of recommendation last summer (from being in her intro graphics class), and would happily write another pertaining to the senior project.

I am very interested in interviewing and discussing the details of the position available with your company. Please contact me at Alan.DeLonga@gmail.com or on my cell (805) 304-4693 with the next steps in putting my talents and skills to work for you.

Sincerely,

Alan DeLonga