

March 17, 2005

My name is Rizwan Kassim, and I am seeking a position at either the 'Engineering, Operations and IT,' or 'Product Development' departments of Google. According to the various Google billboards and website, you are looking for bright engineers; I am what you are looking for.

This June, I will be completing my B.S in Computer Science/Engineering at UCLA. I am no newcomer to working as an engineer. I have founded a television station, worked as a network/broadcast engineer, designed video archival systems, coded automation systems, online assessment systems and engineered a high-speed Linux-based visual tracking system. I worked hard and excelled at all of those tasks and will do the same for you.

I make it a habit to explore all the opportunities available to me and now have experience with a variety of subjects, ranging from software engineering and broadcast video to distributed systems and photography. I have contributed significantly to open-source projects, such as Macroquest, CPAN, and Wine, lead programming teams, and released custom Cygwin installs for specific needs. I've even won competitions in programming and algorithm design.

Engineering savvy is not all I bring to the table, as I am a well-balanced person, with diverse interests and experiences. I love design, feed off of challenges and problem solving, and demonstrate abounding energy for my projects. More importantly, I have both the engineering savvy to work for Google and a talent for absorbing skills rapidly. My ability to learn quickly, as well as my passion, and intuition will be an asset to Google.

I appreciate your time in reading this letter; attached is my resume. If you have any specific questions or concerns, please feel free to call or email me.

You will find that I will be an asset to Google.

Thank you,

Rizwan Kassim
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310-927-3293

OBJECTIVE

A challenging position in a design/engineering backend capacity at Google.

AREAS OF EXPERTISE

- **Computer Engineering:**
Administering Windows, Macintosh and Unix/Linux-based desktops and servers.
Programming of applications in C, C++, Perl, SQL, Embedded Assembly, Compression Techniques
Scripting databases and tasks with SQL, sh, PHP, Python, C sockets
Designing 250+ node networks, focusing on Usability, Security and Wireless Accessibility
- **Electrical Engineering:**
Designing Digital and Analog Circuits using Altera and Xilinx products, A/VHDL Coding, Gate Level Design
Routing Signals by Soldering, Patch Bay Design, Cable Creation, Signal Conversions
Diagnosing Circuits with Vectorscope/Oscilloscope, Tracing and Debugging Errors
Improving upon existing designs and processes with testing, research and documentation
- **Broadcast Engineering:**
Researching and Recommending audio/video streaming equipment, formats, and configurations
Installation of Critical Radio and Video Automation Servers/Systems with Redundancy
Designing and Maintaining Editing Suites and Broadcast Studios
- **Personal:**
Learning new systems rapidly, absorbing information and doing research to complete tasks
Understanding of business/economics issues and the factors that go into decision making
Skilled at documenting work and communicating information to both technical and non-technical peers
Comfortable working alone or in teams, either in leadership or peer positions

EMPLOYMENT & CONTRACT WORK HISTORY

- | | | |
|---------------------------|---|---------------------------------------|
| <i>02/2005 to present</i> | <i>Student Researcher</i> | UCLA Center for Embedded Networking |
| | Designed an autonomous, four-dimension visual tracking system for embedded sensor networks. | |
| <i>07/2004 to present</i> | <i>Programmer/Analyst I</i> | UCLA Physics and Astronomy Department |
| | Maintain and enhance existing Perl/PHP code base for online assessment, course management. | |
| | Build and Maintain Linux/NT web and SQL servers and security of confidential student data. | |
| <i>06/2000 to 04/2001</i> | <i>Broadcast Engineer</i> | Comedy World Inc. |
| | Designed and Maintained a \$20M broadcast and streaming facility and managed staff. | |
| | Provided day to day support of broadcast and computing equipment as well as implementing new designs. | |
| | Designed custom computing systems for media archiving, listener interaction. | |
| <i>06/1999 to 08/1999</i> | <i>Technology & Design Intern</i> | Play Inc. |
| | Designed graphics and overlays for TV programs. Maintained Editing Suites. | |
| <i>10/1998 to 02/2001</i> | <i>Founder & Chief Engineer, UCLAtv</i> | ASUCLA Student Media |
| | Founded facility from its inception, specified requirements and equipment choices. | |
| | Managed facility of more than 40 students on multiple shows, maintained and expanded equipment. | |
| <i>09/1994 to 06/2001</i> | <i>Former jobs include graphic design, customer service assistant, and IT technician</i> | |

UNIVERSITY EDUCATION

University of California, Los Angeles – B.S. in Computer Science & Engineering – CS/E GPA : 3.1 – **June 2005**
Design and Software Engineering Courses, Research at Center for Embedded Networking Systems

PARTIAL LIST OF CERTIFICATIONS AND RECOGNITION

Society of Broadcast Engineers, **Certified Video Engineer & Broadcast Networking Technologist**
Rotary International, **Recognition and Training in the 'Young Leader Awards' Program**
Microsoft Certified Professional, Student Member : Assoc. Computing Machinery, Society for Women Engineers, IEEE
IEEE Presenter at National Association of Broadcasters 2002 – "Streaming for Broadcast Engineers Tutorial"
Winner – Eta Kappa Nu / Symantec Programming Competition • **Winner** – UCLA ACM Programming Competition