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To whom it may concern,

I am interested in work related to optical engineering and software engineering.   I have a background in applied math, optical system analysis, and programming. After graduating from the University of Arizona, I used my programming and analysis skills in the engineering industry at a small start-up company (Airy Optics Inc.) that wrote specialized ray tracing software.

My greatest strength as an engineer is my understanding of the basics. I emphasized studying core mathematical, physical, and optical principles in college, and as a professional I am successful because I can apply my knowledge of the basics to complicated situations.   This allows me to understand the systems and problems I am working on at a fundamental level.

My key skills, which include scripting software, experience with optical design programs like, Polaris-M (Airy Optics Inc.) and Optic Studio (Zemax LLC) are combined with effective communication and hard work.

I believe that I could make significant contributions to the ASML team. I look forward to talking more in depth about any available positions and how my qualifications will match up with the company's goals and interests.