REDACTED
ADDRESS
INFORMATION

August 19, 2019

REDACTED
HIRING COMPANY
INFORMATION

Hello!

I hope a departure from vacuous and languid entries to this, your listing, (though overtly "gimmicky," I understand) is an expressly welcome change. Very much more entertaining than traditional responses is a puzzle, and I like to think a puzzle demonstrates (yes, completely proves) exactly the highly detail-oriented behavior that, fundamentally, hiring managers ought to desire.

Understandably, you might reply, "Are you simply lacking in qualifications, hiding behind unorthodox styles of application?" Not so! Rather, I am experienced (from a Master's degree) in algorithms quite in keeping with your emphasis on distributed systems, and my usefulness in theoretical research is further exemplified by my thesis which was on computational topology. Other engineering experience mainly consists of independent development for technical start-up companies. (Quell any potential fears in which I may seem egregiously ill-prepared for life at a decidedly early-stage company.) My background in algorithms combined with non-trivial professional experience ultimately amounts to a skillset that lines up with the qualifications listed.

Hopefully this is interesting enough to receive more than the usual once-over. You should feel free to reach out even if unique cover letters really cannot fully fortify my application. Otherwise, I would relish the opportunity to both discuss your work and determine whether we are a particularly sound partnership.

I hope, further, that this letter is well enjoyed. Its obviously unusual style has been highly entertaining to compose. Let me know promptly if its solution is forthcoming.

SOSTKVTBSPRNFDNJPADXIRFZLRCEZSRKFDSTPFWGRZ

Sincerely,

J. Andrew Crain

P.S. I hope you are proficient at counting by threes, starting from one. Unless you are a supremely sophisticated puzzle-solver, you should understand what the previous sentence refers to before continuing. The addresses and signature are not part of the puzzle. The post-script is only given to provide hints. Once you know what the game is, climbing hills or descending gradients are both perfectly acceptable, as is using the keys "two" and "step."