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Program Officer  
Scholarships in Science, Technology, Engineering, and Mathematics Program  
National Science Foundation

Dear NSF Program Officer,

I have read the *Computer Science Access and Opportunity Initiative (CSAOI)* proposal from Kelvin Sung for the NSF S-STEM program regarding recruiting and engaging Game-Themed Computer Science (GTCS) scholars in Computer Science discipline.

I graduated from Computing and Software Systems Program (CSS) at the University of Washington Bothell (UWB) in 2007. The CSS program provided a concrete technical preparation for me to secure various jobs in the Gaming Industry, including my current job with Wargaming.net as a Tools Engineer. As a Tools Engineer I work on a wide variety of tasks from improving our production content pipeline to adding / improving our core technical systems in the game engine.

Being a professional in the field, I appreciate firsthand how a steady career in the high technology industry can greatly contribute to the society and at the same time provide a comfortable and fulfilling life style.

I am excited by Professor Sung's CSAOI proposal and I am committed to support this project serving as an industry mentor. In my mentorship role, I will:

- Meet with a GTCS scholar once or twice each year to learn about the student, to share with the student my personal and professional experience at CSS and at my current job.
- Participate as a panelist at CSS answering students' questions regarding my job, career, and experience as a CS major student.

Thanks,

Ethan Verrall