Dear Hiring Manager,

I am writing to express my interest in interviewing for the welding position. I am a recent college Graduate with an ATA in welding seeking to apply my welding skills and knowledge with a rewarding company. I finished top of my class and regularly completed my welding class 3-4 weeks early where I took on more challenging lessons and helped other students with their work.

In my welding class, I learned the proper technique in a variety of welding processes and was able to pass G3 vertical in stick welding and MIG and my G5 pipe stick welding test using both stick and TIG root. I also learned how to flame-cut freehand and with a semi-automated rail. As part of my last project, I welded a simple frame out of angle iron as a window mount for my in-window AC at home. This project involves me measuring my window and making a plan on how to cut and tack the material together. I then brought it home to test fit and make adjustments so that I could fit in my non-square window. Lastly, I welded it up and installed it into my window frame.

Safety Is a major concern for me. In class, I was conscious of debris on the ground and routinely picked up anything that could be a tripping hazard. I would also re-adjust the welding screen of other welding booths as I pass. When grinding I would position myself so that my sparks would travel in a safe direction. Safety guidelines are there to keep me and my coworkers safe. Even if I don’t understand why a process is in place, I still follow them.

Among my friends and family, I am the local handyman. If something breaks, I can figure out what went wrong and then fix it. I like to understand the world around me and I have the outlook that an unknown situation is a time to learn. When given an unfamiliar task I like to look at it from multiple angles, ask questions, and learn how to complete that task to a high standard. My hobbies include building models with questionable instructions, playing D&D with my friends, and teaching myself how to program and play factory-building video games.

Thank you for your time,

Patrick Ostrander