

Grayson Wagner

Entry Level Civil Engineer - Ports and Marine

(310) 555-0123 ✉ grayson.wagner@example.com 🌐 <https://linkedin.com/in/graysonwagner>

📍 123 Engineering Lane, Los Angeles, CA 90001

JULY 04, 2026

Hiring Manager
Global Engineering Solutions
Orange, CA

Dear Hiring Manager,

I am eager to apply for the Entry Level Civil Engineer position at Global Engineering Solutions. This opportunity reflects both my recent education and burgeoning interest in civil engineering projects within ports and marine environments. My background equips me to contribute effectively to improving communities and tackling infrastructure challenges.

During my academic career, I engaged in numerous transportation projects. Collaboratively, we investigated local needs and crafted innovative solutions. This experience solidified my readiness for real-world applications. Working under experienced engineers was enlightening. I learned rapidly while producing schematic drawings and undertaking rigorous data analysis.

While I embraced opportunities, I sometimes questioned my ability to meet ambitious goals. Yet, my involvement equipped me with a practical understanding of engineering design software. I gained confidence, especially as I witnessed our project presentations garner positive feedback from peers and faculty.

I am proficient in Civil 3D and Microsoft Office Suite, enabling me to streamline processes. Communication is vital to any project's success. Thus, I focused on improving interpersonal skills throughout my internships and academic collaborations. My commitment to continuous learning drives me to excel in this dynamic field.

As a new graduate, I possess the passion and dedication necessary to thrive at Global Engineering Solutions. Excited, I anticipate the chance to collaborate with skilled professionals. I am ready to contribute to meaningful projects that serve communities and foster growth. Thank you for considering my application.

Thank you for your time.

Sincerely,

Grayson Wagner

Grayson Wagner