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| August Yadon  |  | | --- | |  | | AugustYadon@gmail.com | |  | | 4086090996 | | Cleveland, Ohio | |  | |  | | --- | | Blizzard EntertainmentIrvine, Ca Dear Blizzard Entertainment,  I am excited to be applying to Blizzard today after playing Hearthstone and Overwatch since they were in Beta and dabbling in literally all of the other games as well. I am an independent game developer currently and I haven’t ever been more fulfilled in my life than now. I wake up every day only to make game mechanics, and build more and more onto my current project. If I don’t know how to do something, I’ll plan out a few probable routes and learn how to do them until something fits what I need. I’ve been very successful so far but I know how rare it is to get an indie title to succeed enough to fund development, so I am hoping to join your ranks.  I honestly cannot play Blizzard games without drooling over their sheer beauty and trying to break down every little bit of how the game might be operating. For instance I shoot tracer’s guns at a wall and try to pick apart all of the different game objects that are appears, and how they’re being shaded, and how they’re probably being hidden and swapped around depending on if they’re in use. I also love hearing Hearthstone devs talk about how the game runs under the hood, anywhere from the shaders to the turn phases, to the way instances of a card are tracked.  All in all, I’m a huge fan of not only your games, but also a fan of how they’re being developed, and I think that I could be a huge asset to Blizzard because of my ability to learn and my current game development knowledge paired up with all of the energy that I put into my game development life. Please consider me for a position literally anywhere in the company (preferably gameplay programming and working with game mechanics.  Sincerely,  August Yadon | |