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Riot Hiring team

Los Angeles, CA

Hiring Staff,

I’m writing to you today to connect and discuss potential opportunities. I am a game developer that makes indie Unity/VR games. I’ve also spent much of my last 3 years making AR games at various contract positions. I consider myself an expert with Unity and C# and am looking to bring my skills to an exciting new project. I like Riot because they create deep, satisfying games and seem to listen closely to their fan base. I play LoL to an extent and love that there’s always more to learn if I want to get better.  
  
I’ve been a gamer my entire life and it was only 7 years ago that I realized I could develop my software and engineering skills into making games! I used to apply to jobs *asking* for a position without having much experience, and at a certain point I realized that a job at a game company isn’t something you’re given, it’s an equal trade. Since then I’ve been blazing my own trail and learning as much as I can, and gaining as much experience as possible so that I have a boat load of skills and experiences to bring to the table.   
  
If you’d like to know more about my experiences and my skills, take a look at the resume I’ve attached and some of the guides I’ve written on the link I sent along as well. Of course thank you for taking the time to look over my letter and resume and I hope to talk soon!

<http://www.auggodoggogames.com/source/>

If you want to know even more, I’ve also included an unofficial summary of me, my career path, and some fun facts about my interests.

Cheers,

August Yadon

**Brief Summary**  
 I am extremely comfortable and happy working within Unity/C#. I am driven, I’m good at seeing the bigger picture/asking questions, I’m friendly, I enjoy helping my coworkers and teammates, I enjoy teaching, and most importantly I really love videogames. I have a lot of experience communicating with remote teams. I should also mention that I play games from all platforms and love to identify and also just enjoy the different haptics and experiences that make them fun (AR, VR, mobile, PC, Xbox).

 I generally spend a lot of my free time learning new technologies so that I can execute all of the ideas that I have. Alongside my main project, Plunker, and the contracts mentioned below, I have also made a lot of smaller projects when I absolutely could not hold back from doing micro-prototypes from ideas that I’ve had.

I’m a huge fan of Riot and I it would be amazing to work on games at Riot.

**Career Summary**

In 2008-2012 I attended CWRU for a BS in Electrical Engineering with a hardware programming focus. I moved to San Francisco for my first job at General Dynamics writing in VHDL and C/C++(2012-2014). During that time I spent a lot of my spare time learning to make videogames in RPGMaker(Ruby), PyGame(Python), and then Unity(C#), while also learning to make 3D art for my games as well. I moved to a more computer science based position in 2014.   
 After 2.5 years there, I decided to work full time on my newest VR game idea. I moved back to Ohio and spent my first year live streaming all of my game development on Twitch (wanting to teach and also let people have insight into what it takes to make an indie game).

I have since taken several contracts at various game companies to fund my own. I worked in Unity for 2 of those contracts, both of which were AR apps on mobile. I also used C++ with the Source engine for the third contract. I am now nearing the end of my journey and in January my roadmap is ending and I am releasing a 3 year long project on SteamVR for the Vive and Rift, “Plunker”.

**Bonus Summary**

* Funny (has performed standup, and people actually audibly laughed)
* Rock Climber (5.10b outdoors, V5 bouldering indoors, learning lead)
* Every few months I host a Halo 3 Lan night on Xbox 360.
* I Travel to Seattle for PAX Prime and PAX Dev every year.

Hopefully all or most of this information is useful,

August Yadon