

Dear Crystal Dynamics,

You're looking for a passionate game designer with experience in feature implementation, systems, and scripting. I'm looking for a team to support through asset integration and active collaboration, while also making meaningful contributions to the company.

I bring to Crystal Dynamics 4 years of industry experience pitching game systems, producing my own work, and scripting features into various titles. While developing games with former Ubisoft, Riot, and Harmonix developers, I've learned to incorporate their methods into my own. My technical background and inclusive approach allow me to solve problems with proven techniques while implementing features and collaborating with teams.

I'm passionate about gameplay and systems players will talk about. Spec'ing out designs for integral systems like Camera and Narrative, as well as including tech docs for their implementation is my daily routine on our upcoming release at Level-5. On *Air Brawl*, I put players first creating fan-favorite game modes, balancing weapons, and expanding combat. Throughout my work, I've utilized Blueprint for visual scripting in engine, C# and Lua for scripting, and Python for tools to facilitate design. When I'm working with a team, iterating on systems with constructive feedback, I'm in my element and delivering complete features.

My background in Computer Science and Game Design has given me the analytical approach and technical skills to translate high-level concepts into functional implementations. Frequent dives into code to develop mechanics has made designing intuitive interactions between existing systems a breeze. Pairing that with learning the tools/workflows of my coworkers has enabled me better articulate on the info needed for teams to execute on a design. Working with developers from different walks of life has taught me various workflows, methodologies, and that there are many ways to execute on a concept effectively.

I breathe Adventure Games. My passion for games comes from the stories I experienced in titles like Tomb Raider, Psychonauts, and Uncharted. I want to further the capabilities of gameplay and how it delivers narrative, to create communities for games that last. I developed my passion into a career in games and have continuously sought ways to improve my skills to generate a positive impact in players.

Working at CD would be a dream come true for me. Your direction, culture, and player-centric design are inspiring and foster the kind of environment I'd thrive in.

I look forward to hearing from you soon and discussing what I can bring to the studio!

Thank You,
Luis Brito