Introduction:

Hi there, my name is Weilun Yuan. I prefer people calling me Kevin. I’m an international student, currently studying Computer Science at University of Washington, Seattle. I’ve spent about three and a half year in America already. It’s been a great time studying here, making new friends, and dive into a “melting pot” country like America with multiple cultures contributing their own distinct “flavors”. I also like attending hackathons to build something fun. I got the “best hack over all” prize during an event called defHacks before sprint quarter started.

I don’t have too much to say about my passion for IGN. Don’t get me wrong, it doesn’t mean I don’t love this company. I’m always a big fan of videogames since elementary school. However, I didn’t have many chances or time to play videogames. I come from a very normal family. I was always a good student back in school, but no matter how good I was, my parents were always so strict about gaming. I’m not sure about now, but back then, the Chinese educational policy made most Chinese families to have a misperception that getting into a famous university or not would determine a person’s future. Therefore, unfortunately, my parents were very over-controlling.

Naturally, I couldn’t have the chance to play game at all, but later I figured out a way to entertain myself. Instead of playing games, I started to watch people playing games, and also read a lot of news from some websites full of news about game industries. There’s a Chinese website called gamersky.com, which is very similar to ign.com. I basically visited that website every single day. It wasn’t only to entertain myself. Gradually, I figured out that I was really interested in game industries, and wish I could have a career related to it. I clearly remember, the first book about programming I bought, is called “Learn Game Development with C#” (forgive me that I forget who the author was). However, since I needed to prepare for my college entrance exam (Trust me, you can’t imagine how IMPORTANT this is to my parents, and to me back then), I stopped learning C# programming.

After I came to America, I still had the habit visiting websites like gamersky.com to read latest news about videogame markets. I changed to visit ign.com more often than gamersky.com (When in Roman, do as Romans do, right?) My favorite game designer is Hideo Kojima, and I’m always happy to see any news about him pop up on ign.com. I also learned about my favorite games like Metal Gear Solid V, Monster Hunter, Assassin’s Creed, GTA5, and so on… To me, IGN is seriously like a source of everything I love.

Luckily, I had a friend who told me about this internship program, and I really wish I could be one of the participants. To be more specific, I wish I can work as a front-end developer at IGN. It was always a great dream of mine to work in a company which focuses on videogame markets. I never doubted my passion towards videogames. I didn’t know about this internship opportunity until Saturday, but I managed to finished all questions asked on Code-Foo in 24 hours(including 6 hours of sleep, and also writing this introduction). My enthusiasm towards working for this company was the drive, and also things I learned from school and previous internship experiences helped me build the foundation to understand what front-end development is. I’m confident to say that I’m a fast learned, and I wish to utilize my problem-solving skill to contribute to a company I’m really interested in. Please consider about my application to this internship program.

Thank you in advance for your time.

Best,

Kevin.