

Dear hiring manager,

I would like to be considered for the Player support / CS Representative role at Snail Games USA. With my passion in video games industry combined with my experiences in Unity game development, Maya Modeling and education in game design at NYU, I am convinced that I would be a valuable asset to support Snail Games' customer at the Player Support team.

I am impressed by Snail's accomplishments in video games on PC, mobile and VR platforms. As well as the leadership in content creating and online game development, and Snail's rapid growth that has expanded to world-wide. As a graduated MFA student from New York University Game Center, I would like to contribute my experience of game design and game assets creation to Snail Games USA, with my passion and love. My vivid imagination and proven ability to bring game concepts to life through art is a perfect match for Snail Games' amazing culture and genre. I am a team player that was responsible for 3D modeling and game assets creation in team project ([Rayha's Poem](#)), and lead the team going forward under pressure. Additionally my cross-cultural exposure and fluency in English and Chinese taught me how to establish lasting professional relationships. I embrace change, seek out opportunities to learn, and focus on success.

I bring with me my passion for video game, and my experience in playing different genre of games such as sand-box, FPS/TPS, ARPG, JRPG and Action-Adventure, , on PC, mobile and console platforms. With a Multimedia undergraduate degree, a Master of Fine Art in Game Design and Flash Designer work experiences in the advertising industry, I developed strong insight of artistic vision, solid skills in game content creation, Unity C# programming, as well as problem-solving and team-work abilities. During my MFA program, I developed 3 solo games and 2 games in team projects, fully responsible for framework programming, visual design, 3D game assets modeling, game polishing and cross-platform optimization. I also assisted NYU professors in classes and toured 28 NYU students on Unity, Maya and C# programming.

I am a quick learner and I work hard to get the job done while building strong relationships with all team members. The Player support / CS Representative role is a perfect opportunity that would give me a chance to learn and grow with Snail Games USA, a company that I'm passionate about. I would love to further discuss how I could contribute my skills and experiences to the Player Support team at Snail Games. Thank you for your consideration and I look forward to speaking with you soon.

Sincerely,

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