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Triumph Studios

Phoenixstraat 66
2611 AM Delft
Netherlands

APPLICATION FOR STRATEGY GAME DESIGN INTERNSHIP

Dear Mr. Lennart Sas

I am studying Game Design at the Media Design Hochschule in Berlin and I am interested in assisting Triumph Studios as a Strategy Game Design Intern, as this job offers a great insight into the production of games and its challenges.

The internship seems to be a perfect fit since I can work for an entire semester before I have to return to university to write my bachelor of science.

I enjoyed your games and grew up playing the predecessor „Warlords“ and „Heroes of Might and Magic III“. For the later I conceptualized my first game mod when I was 9 years old. In my teens I made an extensive mod for „Warcraft III“ and decided my career path to become a game designer.

Today I focus on creating new titles and unique mechanics. My goal is to create believable worlds and discovering innovative and fun ways of interaction. Seeing the joy and emotion such work can instill in others, brings a smile to my face every time. I consider creating and designing games that work realistically to be my mayor strength. To do this, I iterate many versions of games in my head to jump-start production. Once production starts, I try to help wherever I can and I am eager to learn whatever is necessary to finish the product.

I have worked in smaller teams to develop games for the University. In these teams we learned every necessary step to develop a game: from its pitch to a playable video-game. In these projects I worked as a product owner, a game designer and a developer. Most importantly I flesh out the vision and communicate with the different departments on how this could be achieved. As product owner in two mayor projects I always valued the design input from everyone. I worked the ideas in to fit with the games consistency and thus improving its intuitivity. I am glad to hear that in your company everyone can contribute in each field as well.

My tasks included:

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| • generating game ideas | • coding & implementing |
| • writing game design documents | • 3D modeling, rigging & animation |
| • prototyping & tweaking game-play mechanics | • 2D art |
| • level design & scripting | • product management |
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I'm looking forward to working in a multicultural environment, as I have already learned to cherish this while I was attending the European school in Brussels.

I believe that I can learn a lot from Triumph Studios and in turn hope that my freshly acquired knowledge from university can be helpful to you.

ATTACHMENT RESUME

Juri Daniel Knauth - Curriculum Vitae

<http://www.juriknauth.com/>

ONLINE PORTFOLIO

Juri Knauth's Portfolio

<http://www.juriknauth.com/>

Berlin, 04-12-2017

Venue, Date, Signature

