Lukas Hall

Software Developer

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Dear Riot Games,

I am excited to apply for the internship opportunity at Riot Games, which was brought to my attention by a friend. With six years of experience in game development, particularly using the Unity engine, and a strong foundation in C#, Maya, and object-oriented programming, I am eager to bring my skills to your team and further develop my expertise in a dynamic and innovative environment.

During my time in the Games, Interactive Media, and Mobile (GIMM) program, I have honed my abilities through various competitions, projects, and coursework. Notably, I participated in the SkillsUSA interactive application and video game development competition, where I won Silver both times, judged against a national standard. These experiences taught me the importance of collaboration, creativity, and technical proficiency. My partner and I would ideate, create game design documents, and split tasks—whether working on mechanics in Unity with C# or building assets in Maya.

For my senior project, I developed a game called Star Saber, a classic arcade game inspired by Space Invaders and Galaga. In this project, I played a key role in integrating enemy art and developing power-up mechanics, collaborating closely with artists and another programmer. The successful completion of Star Saber was a significant achievement, and it received high praise from my instructors.

In my current studies at GIMM, I am working on an individual game project as my senior capstone. The program's comprehensive curriculum, ranging from beginner game design to 3D asset creation, has equipped me with a well-rounded skill set that I am eager to apply in a professional setting.

I am thrilled at the prospect of interning at Riot Games, where I can contribute to the development of worldclass games while continuing to grow as a developer. Thank you for considering my application, and I look forward to the possibility of contributing to the incredible experiences developed at Riot Games.

Sincerely, Lukas Hall