**Preston Robertson**

+1(662) 760-7798 (preferred)

[pgr41@msstate.edu](mailto:pgr41@msstate.edu)

February 15, 2022

Dear Hiring Manager,

I am very excited to apply for the Game Designer - League of Legends, Summoner's Rift Team position at Riot Games. This has been my career objective and dream for 3 years now, so I am excited to finally submit this application. These last 3 years have been spent preparing for the position that I would take at Riot Games, by focusing on statistical analysis in my research and in my free time thinking of the best solution to problems occurring in League of Legends.

During my time at Mississippi State University, I have learned a great deal in data science and even worked with the Athlete Engineering department. I worked with both players and coaches from several teams, this taught me how to work with a highly competitive professional team and how to articulate difficult to comprehend topics (such as machine learning) to non-experts. This position has allowed me to deeply explore statistical analysis and formal report making. My friends introduced me to League of Legends my freshman year in college (5 years ago) and ever since, I have loved this game. I have spent many hours in class and in my free time mentally tweaking champions and figuring out logistic issues of champions and champion interactions. With my passion in stats and League of Legends discovered, I knew this position was the goal. If given the opportunity to be a part of the team, I could bring neural networks to forefront of balancing allowing for each team member to see more easily what needs to be adjusted. I could also implement a point-buy system of base stats and abilities that was determined through statistical analysis of current champions. This will allow for an easier time initially balancing new champions and balancing current champions. I also have some ideas involving unique designs for new champions (as a little hint, Void Centipede). With my most recent research experience being that I designed a new activation function for neural networks (that is outperforming industry standards), I have learned a lot about problem solving. For example, one solution to the problem is not ideal, when troubleshooting it is important to have multiple solutions. I have done vast research into game design in my own time since I have no formal experience. I understand the importance of unique characters and designs, and how we should preserve the uniqueness of champions and items while balancing. I also understand that is important to not just balance around numbers/stats but also balance around how most of the player base (pro and non-pro) feel.

Overall, I think I would be a great fit for your company and have already done some analysis to show that all the above mentioned is possible. This folder will be attached with my application; however, not all folders are finished yet, such as the API, point-buy system, and data visualization. These will be done, hopefully before the interview process. I have used statistical analysis to help with all my research projects and I hope to bring these skills to your team.

Thank you,

Preston Robertson