Yeyang Zhou

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| 625 Cantrill Drive, Davis, California 95618 | 530-3057271 | yeyzhou@ucdavis.edu |

Education

**Bachelor's Degree in Engineering**: Electrical Engineering Expected in 06/2024

**University of California - Davis** - Davis, CA

**High School Diploma** 06/2019

**Guangdong Experiment School** - Guangzhou, China

Experience

**Game Market Research Analyst Intern** 06/2021 to 09/2022

**NASDAQ: NTES** – Guangzhou, China

* Efficiently communicated with game designers to determine planed game types, reference values and game vision
* Distributed nondisclosure agreement and scheduled interview appointments with North American fist-personal and third-personal shooting players
* Chaired 6 meetings in early hours of morning and interviewed 19 North American players via Zoom to get valuable game player preference data
* Analyzed and consolidated data from interviews to generate logical reports that can be easily reviewed by project managers and game designers

**Unity3D Developer Intern** 09/2021 to 02/2022

**NetEase Games** – Guangzhou, China

* Wrote 200 lines of well-tested code per day for background of Search & Destroy mode of the first-person shooting game in development
* Discussed with character modeler to modified background parameters to better fit game characters into background
* Wrote weekly work reports using concise but efficient sentences for team

Skills

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| * Understanding Data Structures and Algorithms of Computer science * Programming Languages: C, Python, C++, Unity | * Verbal and Written Communication * Ability to debug and read other person's code |

**YEYANG ZHOU**

625 Cantrill Drive, Davis, California ｜ 5303057271 ｜ yeyzhou@ucdavis.edu

April 1st, 2022

Nintendo of America

RE: Software Engineer

Dear Hiring Manager,

My name is Yeyang Zhou and I am currently an undergraduate student at the University of California, Davis. I was introduced to the company Nintendo when I was a little boy and games produced by Nintendo stayed with me throughout my childhood until now. Therefore, I have always been passionate about getting into the entertainment industry, especially the video game development industry. On the other hand, my major is Electrical engineering. The long-term campus study not only enabled me to master the knowledge of electronic hardware, but also enabled me to skillfully use programming software, including the game engine Unity. What’s more, my internship last year gave me valuable experience that taught me how to work in a game company like Nintendo of America. Consequently, I believe that I can bring valuable contributions as a Software Engineer.

The substantial knowledge learned from the college of engineering has made me confident in my programming ability. On-campus, I not only learned the programming languages Python, C, and C++ but also mastered the game engine Unity. These classroom experiences are very helpful to let my understanding the computer science and software design principles. For example, in the final project of the engineering class Eng17, students needed to use the programming language C to control switches on an electronic component. This project used a lot of recursive algorithms non-recursive algorithms and implement binary tree data structure to control variables which gave me a deeper understanding of the data storage structure of computer science.

In addition, through my internship in the game company NetEase Games, I have a full understanding of the entire production process of video games and how to work in a game company. The internship content includes making questionnaires according to the new game, investigating the first and third-person shooting game players in America, and the new game testing. Also, the internship let me take part in making a 2D RPG pixel game and a 3D first-person shooting game. This means I was involved in developing a whole game from the front end to the back end. On the other hand, during the internship, I learned how to communicate effectively to exchange information. When communicating with a game designer, he will use abbreviated sentences into a few letters to convey a large amount of information in a short period of time. For example, he will express Final Assembly and Test and Pack as FATP. As a result, I can work efficiently in the game development industry.

Finally, from the NDS, the game console the first time I bought, to the 3DS and now the Switch, I've always been a big fan of Nintendo. I am very eager to join the big family of Nintendo of America. Please see my attached resume and I am looking forward to deeper discussing with you my skills and background.

Sincerely,

Yeyang Zhou

Reflection

UWP104AY

Yeyang Zhou

Project one actually is a big challenge for me. I spent plenty of time on it because it is my first time to write about a resume and cover letter and also because I do not have much working experience.

My first draft has many deficiencies. I made a lot of revisions. I made revisions in six aspects according to the collective feedback. In my first draft of the resume, the design was unreasonable and some sections like Summary were not applicable to me as an undergraduate. So, I deleted it. Also, I rearranged the order of sections to make the resume look clearer and more accessible. For the cover letter, I made a change to the first paragraph so that I can clearly be told the hiring manager the purpose of the whole letter. Also, I had not to present my hard and soft skills in the first draft. Therefore, I separately wrote a hard skill and soft skill paragraph because I wanted the hiring manager to know I was capable and familiar with his company.

Because of the Software Engineering position, it needs the employer to show his education that proofing he understands programming languages and computer Sciences principles. As a result, my style of the cover letter is formal. And I need to present knowledge I learned from school to ask the hiring manager I have received professional education and I have the ability to cope with your various requirements. Therefore, I made an example of one of the projects in the class. By demonstrating strong professional qualities, I believe will persuade the hiring manager to hire me.

Also, my internship experience last year related to the Software engineering position and the game company Nintendo of America. Consequently, I also wrote my internship experience into the cover letter. Because in this way I can show my soft skills and let the hiring manager know how much I know about the game industry that Nintendo of America is in.