

Job Description:

Game Designer - Ubisoft Entertainment:

Major Responsibilities:

- Design and Document – Working with the lead designer develop fleshed out feature designs and complete thorough documentation for all assigned features.
- Assist in implementation – Work with technical designers to utilize the tools provided by the project team to implement gameplay as directed.
- Assist in driving feature development - Constantly review the progress of the game and adjust the implementation of assigned features to match the vision.
- Assist design group –Provide feedback to other designers on ideas, features, gameplay, and design documents and contribute actively to brainstorming sessions.
- Communicate Game Vision - Be prepared to provide a concise and complete presentation on the core vision of the game or assigned areas of the game to any audience.
- Regular Playtesting – Remain knowledgeable of the entire game throughout production to ensure productive playtesting sessions and to provide actionable feedback.
- Competitive Analysis – Periodically play and complete analysis of relevant competitor's games and features.

Preferences:

- Strong verbal and written communication skills
- 3+ years of design experience
- Credit on one or more published multi-player titles preferred
- Extensive knowledge of games in many genres across all platforms
- Demonstrated ability to effectively document original ideas and concepts
- Strong interpersonal skills—able to interact with team members of different disciplines
- Willingness to respond to and adapt to constructive criticism
- Working knowledge of all Microsoft Office applications
- Familiarity with Ubisoft products and scripting tools preferred
- Experience with multiplayer games, open world games, role playing games, and/or live games preferred
- College degree in related field preferred

Projected Resume:

667 DORA HUNTZING AVE
SACRAMENTO, CA 95838
(916) 640-7754
santi.2001bermudez@gmail.com

SANTIAGO A. BERMUDEZ

Objective: Seeking a position in game development that best utilizes my training and experience to help create unique virtual worlds that enrich the lives of participants.

SKILLS

- 4+ years of experience with object-oriented language Java.
- 2+ years of experience with C#.
- Can communicate with project managers and stakeholders regarding the status of current projects in development.
- Holds knowledge of data structures and algorithms.
- 4 years of experience with Unity3d platform.
- 2+ years of experience with x86 assembly programming and testing.

EXPERIENCE

Timi Studios, Michigan – *IOS Game Developer*

March 2029 – Present

- I helped with the implementation of game engine components and gameplay routines. This also includes fixing bugs in development and production.
- I helped solve challenging and complex problems regarding cross-platform game development and provided support to the teams associated with it.

Rockstar Games, New York – *Technical Game Designer*

June 2027 – March 2029

- I programmed and designed some of the vehicles that you see in game.
- I worked with artists, designers, and programmers to create a seamless driving experience, including things like animation and physics.
- I've managed to meet all the strict deadlines with regards to projects thus far and was nominated employee of the month twice.

Epic Games, North Carolina – *Level Designer*

April 2024 – June 2027

- I used modular kits to create fun and diverse levels for Fortnite.
- I helped provide fun locations in the game with a high visual quality in many levels, featuring interactive elements and creative landscapes.

EDUCATION

California State University, Sacramento – **Bachelor's Degree in Computer Science**

AUGUST 2019 – MAY 2023, 6000 J Street, Sacramento, CA 95819

Cover Letter:

Dear John Doe,

During my online research, I found your open Game Designer position; and was rather excited at the prospect. Your commitment to creating memorable and meaningful gaming experiences is something I have strived for in my own career. I believe my bachelor's in Computer Science, along with my professional experience as an IOS game developer at TiMi Studios make me an ideal candidate for the job. I'd love to bring this dedication, along with my relevant skills and experience, to your group.

In my time at TiMi Studios, I have helped with implementation of game engine components and gameplay routines. I have also helped solve problems regarding cross-platform game development. I have also worked with other notable studios such as Rockstar Games and Epic Games. From these organizations, my experience ranges from in game vehicle design to communicating with project managers and stakeholders regarding the status of projects. I have also learned how to tackle specific and complex problems, like those facing cross-platform game development.

With much enthusiasm, I look forward to becoming a part of your organization and the team behind some of the greatest computer games in this generation. Ubisoft has proven itself to have become a strong leader in the entertainment industry through its renowned brands such as Assassin's Creed, Just Dance, Far Cry, and Watch Dogs. Through my experience, I have learned to embrace the entrepreneurial spirit and to work to create an open and welcoming environment where everyone is respected, as you would encourage. I also look forward to enriching the lives of many by developing high-quality games that resonate with all kinds of personalities, just like you have done. Provided below are my contact details, feel free to contact me anytime. Thank you.

Sincerely,

Santiago A. Bermudez
(916) 640-7754
santi.2001bermudez@gmail.com

Thank You Letter:

Dear John Doe,

Thank you for the time you and your staff spent with me on Thursday to discuss the game designer position currently available. I really appreciated the opportunity to discuss my qualifications and I am grateful for the time you took to answer my questions about the position and your company. This was just the opportunity I was looking for.

As mentioned in my interview, I will retire from my position as an IOS Game Developer from TiMi Studios in September. Through my education and experience, I believe I have gained more than enough skills to fulfill the duties as needed by the job description. Thanks to my prior work experience, I have gained the ability to manage multiple projects at once, troubleshoot bugs, and deliver excellent results within strict deadlines. I am confident that my skills will complement the nature of the studio. I also couldn't agree more with your team on the idea that there are always opportunities to develop skills continually and gain new ones.

If there is anything more I can offer to prove that I am the right person for the position, please do not hesitate to contact me. I look forward to hearing from you soon.

Sincerely,

Santiago A. Bermudez

Rhetorical Reflection:

Santiago Bermudez

Professor Limon

English 20

7 April 2021

Rhetorical Reflection

Before I had to work on my resume, cover letter, and thank-you letter, I had to make sure I met at least most of the qualifications required in a position. I mainly expected that in the future, I could likely have some skills that I could transfer and that it may be unreasonable for me to expect to meet all the requirements completely of any job at any given time. We could plan for a position in the future, but how would we know that someone else won't take that certain job position by then or if the circumstances won't change? I think it would be best to not overextend myself by focusing on one job and to keep myself open to as many opportunities as possible. At least, that was the thinking behind my process for this assignment.

For the projected resume, I wanted to have other skills, because I have learned from others that you don't have to know everything about a position to get in. Actually, having a certain uniqueness can really help. I learned this from a friend who won a job simply because he knew Linux whereas others didn't, even though Linux wasn't a requirement. While having an education helps, my focus was mainly on work experience, as I had noticed that that was the common practice on the sample game development resumes that I had looked through. I believe this might be the case as companies may expect you to do at least as well as you did at other companies and that they don't want to waste a seat on a lousy first-timer. Now that I think about it, it would be hard to prove that you are an excellent employee otherwise. For the formatting of the resume, I looked at some resumes and adopted the best style as my own. I chose the format I

used because it looked like the best blend of formality and creativity. I also included only what I believed to be relevant and not any other unnecessary stuff that people may not care about, like what I did in high school.

For the cover letter, I went with a simpler-looking format and tried to focus more on how I connected with the organization. With regards to including additional information, I didn't include any in the cover letter, but that is something I will try for future job applications. To write the cover letter, I had to find the company's website and look at the wording and phrases that they used. I then had to express myself in a way that tailored to them as much as possible. The good news about this is that I find writing much easier than speaking. Basically, my thoughts that I express on the cover letter should be much superior to those I express in person. Writing using their language shouldn't be too hard for me as long as I keep myself motivated. I also did some research on projects that the company produced and mentioned them to show that I am at least somewhat familiar with their work and the things they do.

Finally, for the thank-you letter, I had to envision a bit of what I felt the interview would have been like. For this part, I had to be kind and polite, and I had to make sure I was incorporating a bit of their ideals into my writing to show that I matched what they were looking for. Doing so may seem repetitive after having them read the cover letter, but it helps reinforce some key points that I had to make. It was hard to write as I didn't actually go through the interview myself, even though I had to make stuff up. Based on the sources I read regarding the drafting of thank-you letters, I had to make sure the letter was not too long, so I tried to keep the total word count to the length of one page. I also looked at other sample thank-you letters first before coming up with one. I just took inspiration from some of the best lines that I read and formed my first letter before revising it.

In summary, I went through the entire process expecting the need for flexibility just in case things didn't work out with the interview of one job, yet would still need to meet all the requirements of a job position as much as possible. If possible, I may need to go beyond the requirements of a job listing in some way, but I shouldn't dry myself out trying. I need to remember to research the position that I am applying for and not just send a generic resume to everyone. Also, there will always be examples out there for me to look at from those who have succeeded, and so when the time comes, I will have the right guidance. Thank you.