**Tell us a little bit about you?**

My name is The Hung Nguyen, but I go by Ryan Nguyen. I'm an international student from Vietnam with a long-standing passion for Computer Science. This passion began when I got my first computer at the age of 2. My love for computers deepened when we connected to the Internet, allowing me to communicate with my older brother, who was on the other side of the world in America. Like him, I'm trying my best to build a career with the skills and knowledge I've gained. My ultimate goal is to follow a similar path and achieve success in the tech world.  
  
**Why do I fit into Stripe?**  
I believe I would be a great fit at Stripe because of my strong foundation in computer science and my proactive approach to learning and problem-solving. I have a solid understanding of programming languages and have tackled various, both coursework and personal, challenging projects that demonstrate my technical skills. I pride myself on my ability to learn and adapt quickly to new systems and architectures. Furthermore, my ability to collaborate well with teams and my commitment to delivering high-quality work align perfectly with Stripe’s values. I am eager to bring my unique perspective and dedication to your team, helping Stripe continue to innovate and excel.  
  
**In your own words, why are you interested in working at Riot Games? (150 words minimum)**

Ever since I owned my first computer at the age of two, I have always wanted to make video games. The thoughts of turning something from imagination to reality effortlessly invigorate to make my dream come true. For me, Riot Games has been a part of this dream ever since when I first played League of Legends Season 4 on the old Windows 7 Computer my brother passed down to me in Vietnam. Therefore, to even have the chance to apply to this position is beyond whatever young Ryan could have ever thought of. It has been quite long journey from Vietnam to America, a journey so chalked full of learning, experiencing, and daring to try. So here I am, giving my best shot: to work for a company I have looked up to since I was 13. **In your own words, why do you want to pursue this role professionally? (150 words minimum)**I have always been fascinated with interactive media. From small yet fun PopCap games to giant MMORPGs like Final Fantasy 14, the chance to turn your imagination into a world that is alive, and thriving sounds magical. I feel fortunate to live in a time where game design has become so much a more accessible, and diversely complex form of art. I want to pursue this very form of art professionally because I believe in its limitless potential and the brain-twisting challenges it brings. Like every form of art, I believe making video games should be hard, but also rewarding when your vision is fully executed, and I am all for that!  
  
**Why do you want to join Figma?**My journey from Vietnam to the U.S., pursuing Computer Science, has been marked by an unwavering passion for both coding and design. The intersection of graphic design and UI/UX is where I truly feel at home. Figma stands out as a platform where creativity and functionality converge seamlessly, allowing designers and developers to collaborate like never before. Moreover, my experience as a Motion Graphic Designer and newsletter editor has sharpened my design skills and taught me the importance of creating cohesive, user-centric designs. Joining Figma means being part of a team that values innovation, collaboration, and the user experience as much as I do. I am excited about the opportunity to contribute to a platform that is revolutionizing the design industry and to grow alongside some of the brightest minds in tech.