Cover Letter

Dear Hiring Team of Gameloft:

My name is Zhaomin Liu and I am from China, my English name is Johnny. I am a student who graduated from Monash University last year December, and I just got the 485 temporary graduated work visa recently.

In Monash University, my major is game development. Which means I have experience with the development of many different kind of games. For 2D games, I developed a PVE shooting game by Unity engine. It is a game which ask the player to use different weapons and arrange the route carefully to complete all levels, and the background is a strange dungeon. I completed this game with 2 other teammates, I mainly focused on VFX design, environment art and UI/UX design. But I also contributed my thought for the storyline and combat design.

During the development of our 2D game, I improved my skills of using Unity VFX and designing 2D environment in Photoshop. What's more, I started to build my own style of UI/UX design since then. I leant that good UI should be clear to the player, and UI should also fit the theme of game.

In Monash University, I also learnt about how to use Unity and Unreal Engine 5. I am familiar with the VFX function and post-processing function of those 2 engines, because most of our game projects based on Unity or Unreal. 3D modelling is another skill I am good at. I have rich experience in this field. I can make different buildings in different style to fit various theme of the environment. Our capstone project in university was a 3D FPS project and I made almost all 3D models for it. I am familiar with Maya, Blender and Substance Painter. If you can give me a chance, I will try my best to work hard to bring your game to life.

Regards,
Zhaomin Liu (Johnny)

MONASH University

Proof of Qualification

Student ID: 32229763

Issue Date: 8 February 2025

Student Name: Zhaomin Liu

Monash University confirms the course completion of the student in the Bachelor of Information Technology, CRICOS code 085120M, at the University's Clayton campus. The student commenced the course on 25 October 2021.
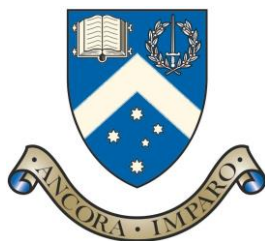
The Bachelor of Information Technology has a usual duration of 3 years full-time or 6 years part-time. The course is delivered in English.

The student has satisfied the academic requirements for the following award(s):

Award title	Completion date
Bachelor of Information Technology	2 December 2024

Senior Director, Student Services
Monash University, CRICOS code 00008C

In the name and by the authority of the Council
be it known that

Zhaomin Liu

having fulfilled all the requirements and
having passed all the prescribed assessments has
on the twelfth day of December 2024
been admitted to the degree of

Bachelor of Information Technology
with a major in Games development

in token whereof the Council has authorized the
Common Seal of the University to be hereto affixed.

Chancellor

Vice-Chancellor
and President