

Cover Letter

I have experience in the eSports scene of globally successful games, achieving 1st place in Korea and 31st worldwide in a game with over 100 million users, and working as a strategy analyst for multiple professional teams. Through these experiences, I gained a deep understanding of how gameplay and system design affect player engagement. Building on this foundation, I approach game development not only as coding and implementation but also as a balance between player experience and technical excellence.

After completing the first year of middle school in Korea, I decided to study abroad in Canada to broaden my perspectives and gain diverse experiences. I adapted quickly to the new environment and completed middle school. In high school, I served as a dormitory student proctor, maintaining community order and helping younger students adjust. These roles helped me develop responsibility, leadership, and strong communication skills. I also graduated from high school with honors and subsequently enrolled at the University of Toronto, majoring in Computer Science, Mathematics, and Statistics.

While at the University of Toronto, Overwatch became a global hit, and Blizzard Entertainment announced a North American collegiate tournament with a total prize pool of \$102,000 USD. I co-founded an eSports club with my peers to prepare for the tournament, and despite only recently starting serious competitive play, I leveraged analytical skills to rank within the top 200 on the NA server. As both a strategic leader and a player, our team ultimately achieved 2nd place among approximately 500 teams. This experience transformed my interest in games from a casual hobby to a broader curiosity into game systems, strategic planning, and marketing.

After returning to Korea for my mandatory military service, my draft date was postponed due to the COVID-19 pandemic. With external activities limited, I decided to make meaningful use of my time by working as a game strategy analyst, building on my experience with the eSports club. I had the opportunity to collaborate with a Japanese professional Apex Legends team, analyzing strategies and supporting the team, and I personally achieved a 31st place ranking worldwide, even receiving an offer to join as a professional player. However, considering the short career span of professional players and my frequent reflections on how game systems and mechanics could be improved during strategy analysis, I naturally developed a strong desire to participate in game development.

To professionally study game programming and achieve my goal of becoming a game developer, I transferred to George Brown College to major in Game Programming and fully devoted myself to my studies. Beyond completing regular coursework and assignments, I paid particular attention to the quality of functionality and structural design, consistently developing my skills. As a result, I was named to the Dean's Honour List every semester and graduated with honours, achieving a GPA of 3.98 out of 4.0. Additionally, upon my professor's recommendation, I mentored and tutored junior students, which helped me grow not only technically but also in communication and collaboration.

During my university studies, I developed games in various genres primarily using Unity, while also working with Unreal Engine to deepen my understanding of commercial engine architecture and workflow. Building on this experience, I developed several games on my own, strengthening my foundational skills, and I became fascinated by C++ memory management and performance optimization, setting a goal to study C++ in greater depth after graduation.

After graduation, I pursued this goal by designing and building a 2D game framework based on C++/SDL2, and used it to develop an actual game from start to finish. All of my projects, including various academic works, have been organized on my portfolio website, and I would be grateful if the technical skills I have developed as a developer could also be taken into consideration. <https://woo95.github.io/Devhub/>

I believe that games are a powerful way to bring people together from all over the world, beyond borders and languages. Along with my deep passion for games, I am confident that my proficiency in both Korean and English, combined with my solid development skills, will allow me to contribute effectively in a global development environment.

Given the opportunity, I hope to contribute to meaningful game development with dedication and enthusiasm as a member of your team. Thank you.

Sincerely,
Chaewan Woo