Yangying Ren

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Giant Sparrow studios
Los Angeles, California

Dear Hiring Manager,

I am excited to apply for the *Technical Designer* role with Giant Sparrow. As a recent graduate of the Game Design MFA program at New York University, I believe that I should join Giant Sparrow for the following reasons:

- **Enthusiasm for Giant Sparrow games**: *What Remains of Edith Fintch* is one of the games that encouraged me to be a game designer. I wrote an essay about the narrative structure of *What Remains of Edith Fintch* when I applied for graduate school. It presents a fascinating playing experience that shouts to everyone how far the game media can go. I believe that Giant Sparrow has a unique understanding of gameplay and narrative. It would be my honor if I could work with such a creative and talented team. I ensure that I can make a significant contribution to your team.

- **Knowledge of game development**: I firmly know how to make a game from A to Z. I worked as a game designer on multiple game projects, including two 3D walking simulators, two visual novels, and several interactive experiments. My responsibilities included level design, building prototypes, and adjusting gameplay performance. I am proficient in the majority of development tools such as Unity, Unreal, Maya, and Photoshop. I am also proficient in programming languages like C# and Python. All those skills make me a qualified technical designer.

- **Rapid prototyping ability**: I can quickly achieve the game function with limited codes and art assets. I used Unity to make unique playable prototypes alone as weekly practice, most of them were finished in less than 10 hours. I am also confident that my quick prototyping ability can cover most game genres. So far, I have tried 3D walking sim, platformer, point-and-click, bullet-hell, and music games.

- **Experience of working with a large development team**: I have great communication skills with the development team, ensuring that the design idea is successfully delivered to other departments. During my internship at Tencent Games, I worked with an MMORPG development group of more than 100 people. My jobs included writing design statements, reporting bugs to the development team, and negotiating with 3D artists and programmers. At the end of the internship, my work was highly appreciated by my supervisor.

I am confident that my relevant skills and background would allow me to make an immediate contribution to your team. You may contact me at 347-276-4658 or ryysophie@126.com. Thank you for your time and consideration.

Sincerely,

Yangying Ren