

# Yangying Ren

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Timberline Studio  
Los Angeles, California

Dear Hiring Manager,

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

- **Enthusiasm for Timberline games:** The Red Lantern is a masterpiece. I remember the first time I saw the game trailer I was suddenly attracted by its game art, mechanism, and theme. I am happy that the team made a game about Alaska dog sledding. I believe Timberline can make such a wonderful gameplay experience not only because the team is talented but also because Timberline is passionate and serious about the indie game. It would be my greatest honor if I could join the team as an assistant producer.
- **Ability to manage long-term projects:** I have an understanding of making a workable production plan based on game content and deadline. In my one-year thesis project *Limited Impression About Rebecca*, I used Jira to track the developing process weekly and figure out a feasible future schedule based on current progress. I also reported milestones and problems to the advisor, writing the design documents and the pitch presentations.
- **Experience of working with a large developing team:** I have great communication skills with the developing team, ensuring that designers' requests are sufficiently delivered. During my internship at Tencent Games, I worked with a group of more than 100 people. One of my jobs was reporting demands from the senior designers to other departments, including game mechanism and function, environment draft, and the character concept. At the end of the internship, my work was highly appreciated by my supervisor.
- **Knowledge of game development:** I know how to make a game from A to Z. I played the role of designer, programmer, and artist in multiple projects through my study at NYU Game Center or game jam events. I understand the workflow of each position and I am familiar with relevant developing tools such as Unity, Unreal, Maya, and Photoshop.

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](mailto:ryysophie@126.com). Thank you for your time and consideration.

Sincerely,

Yangying Ren