

Yangying Ren

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PlayQ Entertainment
Santa Monica, California

Dear Hiring Manager,

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

- **Enthusiasm for PlayQ games:** The games made by PlayQ are lovely, juicy, and stylish. Instead of being a AAA company employee, I prefer to work with casual game developers who always have fascinating ideas and unique art styles. Moreover, I believe casual games will have a brilliant future with the development of the mobile game market. I ensure that my skills and background would make a significant contribution to PlayQ, and it would be my greatest honor if I could join the 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 puzzle games. 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 level 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