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| **Yangying Ren**  **Envelope with solid fillReceiver with solid fill : ryysophie@126.com : 347-276-4658**  **Link with solid fill : www.linkedin.com/in/yangying-ren/** |

Feb 18, 2022

Cloud Chamber

Montreal, Quebec

Dear Hiring Manager,

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

* **Enthusiasm for Cloud Chamber games**: I appreciate the game design philosophy that the Bioshock sequel presented. It successfully used embedded narrative and environment design to create an immersive gameplay experience. I used Bioshock a lot as my level design reference. I believe there are a lot of game designers are benefited from this franchise just like me. It would be my greatest honor if I could join the team and be the producer of the next Bioshock game.
* **Ability to manage long-term projects**: I understand how to make 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. Thank you for your time and consideration.

Sincerely,

Yangying Ren