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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/** |

Jan 12, 2022

Bandai Namco Entertainment

Dear Hiring Manager,

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

* **Enthusiasm of Bandai Namco**: As one of the largest game companies around the world, Bandai Namco published a series of award-winning games such as Sekiro, Little Nightmares, and Dark Souls. I have sufficient confidence that I would learn a lot about game production if I could work for Bandai Namco. One of my career goals is to work as a producer for an award-winning game, and I am sure that in Bandai Namco I can achieve this dream.
* **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 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