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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

Thatgamecompany, Inc.

Santa Monica, California

Dear Hiring Manager,

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

* **Enthusiasm of Thatgamecompany games**: I appreciate the game design philosophy that Thatgamecompany advocates. It presented a unique interactive experience to connect players. One of my career goals is to communicate with people by playing, and I am sure that in Thatgamecompany, I would be able to achieve this dream.
* **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 writing game manual scripts, building prototypes, and adjusting gameplay performance. I am proficient in the majority of developing 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 game designer.
* **Rapid prototyping ability**: I can quicklyachieve 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 developing team**: I have great communication skills with the developing team, ensuring that the design idea is successfully delivered to other departments. During my internship at Tencent Games, I worked with an MMORPG developing group of more than 100 people. One of my jobs is writing design statements then 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](mailto:ryysophie@126.com). Thank you for your time and consideration.

Sincerely,

Yangying Ren