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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 24, 2022

Epic Games

Cary, North Carolina

Dear Hiring Manager,

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

* **Enthusiasm for Epic games**: I appreciate the influence that Epic brought to the world. Epic’s game represents not only entertainment but also a cultural phenomenon that belongs to the young generation. I also would be excited if I could work with such a creative and professional game development team. One of my career goals is to create a game that can be memorized as a part of pop culture, and I am sure that in Epic, I would be able to achieve this dream.
* **Sufficient gameplay and playtest experience**: My gameplay experience is extensive, and I know how to provide effective feedback for different development stages. As the teaching assistant of the Game Design class at NYU, I am the playtester who helps students find design problems from prototype to polished game. I also developed an exercise as part of the class to teach students how to design a playtest survey and communicate with players.
* **Experience of working with a large developing team**: I have great communication skills with the developing team, ensuring that a clear QA report would be delivered to each department. During my internship at Tencent Games, I worked with a group of more than 100 people. One of my jobs was reporting at least 5 bugs every day, including game crashes, interface bugs, and performance bugs. 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 software such as Unity, Unreal, 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