Dear Hiring Manager,

I am excited to present my friend Yangying Ren to apply for the *Game Designer* role with 343 Industries. She is a recent graduate of the Game Design MFA program at New York University. I believe that she should join 343 for the following reasons:

* **Knowledge of game development**: She knows how to make a game from A to Z. She worked as a game designer on multiple game projects, including two 3D walking simulators, two visual novels, and several interactive experiments. Her responsibilities included level design, building prototypes, and adjusting gameplay performance. She is proficient in the majority of development tools such as Unity, Unreal, Maya, and Photoshop. She is also proficient in programming languages like C# and Python. All those skills make her a qualified game designer.
* **Rapid prototyping ability**: She can quicklyachieve the game function with limited codes and art assets. She used Unity to make unique playable prototypes alone as weekly practice, most of them were finished in less than 10 hours. She is also confident that her quick prototyping ability can cover most game genres. So far, she has tried 3D walking sim, platformer, point-and-click, bullet-hell, and music games.
* **Experience of working with a large development team**: She has great communication skills with the development team, ensuring that the design idea is successfully delivered to other departments. During her internship at Tencent Games, she worked with an MMORPG development group of more than 100 people. Her jobs included writing design statements, reporting bugs to the development team, and negotiating with 3D artists and programmers. At the end of the internship, her work was highly appreciated by her supervisor.

I am confident that her relevant skills and background would allow her to make an immediate contribution to your team.