There are opportunities at our Sheffield, Leeds (Red Kite Games), Nottingham, Newcastle, Leamington Spa and Brighton (The Chinese Room) studios. **Please state clearly on your application the start and end dates required for your placement. Also, please can you clearly state on your cover letter your** **preference of studio, by numbering them in order, with 1 as your preferred through to 6 being your least preferred (If you are not interested in all studios, you do not have to include them) for example:**

***1. Nottingham***

***2. Leeds***

***3. Sheffield***

***4. Newcastle***

***5. Leamington***

***6. The Chinese Room***

Dear Sir/Madam,

I am a second-year Computer Science with Artificial Intelligence student, studying at University of Nottingham, and looking for an entry-level game programmer internship role this year in Games Industry.

I'm the creative, spontaneous right hemisphere, also, a rational perfectionist. Not only am I fascinated by the cutting-edge technology, but also a great patron of the arts. I have learnt architecture design for two years and then transferred to be a computer science student after realizing what I really interested in game design. So I also have good graphic designing skill with Photoshop and modeling software like Blender.

I have created some simple games by Unity, java and C++ during my studying at University and spare time. I have good coding convention habit and strong debugging skill, all my coding coursework at got 90% above marked. I am really interested in C-style language like C# and C++ and using design pattern to develop any software. I’m also interested in procedural animation, AI character, physical simulation and learning them myself.

I enjoy art starting from child time, and I like seeing and creating new stuffs all the time. Since I'm kind of inherited the science talent from my parents, I decided to choose architecture in college. At my second-year, when I was doing an architecture project including some researches about game theory, it was my first contact with game area. After trying some 3A and indie games. I was overwhelmed by those amazing idea and fascinating wonderlands. I then realized this is where I belong, creating new universe and finding resonance in unreal world. So I decided myself to be a programmer to create game and joined computer science college without a doubt.

I'm eager to get in to the industry, learning new techniques and skills and absorbing other workflows from professionals.

Source code and video demo can be found in the provided URL links.

Github: <https://github.com/Z-qie>

Video Demo: <https://space.bilibili.com/12757615/channel/detail?cid=176590>

Thank you for your time and consideration and I look forward to hearing from you.

Sincerely,

Ziqi Yang

Dear Doctor,

I am a second-year Computer Science with Artificial Intelligence student, studying at University of Nottingham, and expecting to apply the summer internship role of Cyber Security Demonstrations.

I'm the creative, spontaneous right hemisphere, also, a rational perfectionist. Not only am I fascinated by the cutting-edge technology, but also a great patron of the arts. I have learnt architecture design for two years and then transferred to be a computer science student after realizing what I really interested in game design. So I also have good graphic designing skill with Photoshop and modeling software like Blender.

I have created some simple games by Unity, java and C++ during my studying at University and spare time. I have good coding convention habit and strong debugging skill, all my coding coursework at got 90% above marked. I am really interested in C-style language like C# and C++ and using design pattern to develop any software. I’m also interested in procedural animation and physical simulation and learning them myself.

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Sincerely,

Ziqi Yang