Hello Games,

My name is Benny Wilson. I am working on an Oculus Rift-enabled, first person shooter that takes place in procedurally generated environments. I and my colleague, Christopher Forseth, think this project could be a good fit for your Hello Labs initiative. We're both huge proponents and consumers of procedurally generated video games and would like to present our idea to you.

Chris is a Lecturer at SMU Guildhall and has 10 years of industry experience at Playful Corp, Robot Entertainment, and Volition Inc. His shipped titles include Creativerse, the Orcs Must Die series, Saints Row 2 and 3, and Red Faction Guerilla. I'm a Game Programmer at Robot Entertainment with experience at id Software, Gearbox Software, and Paradigm Entertainment. My shipped titles include Rage, Borderlands, Orcs Must Die: Unchained, and Brothers in Arms: Hells Highway.

I have attached a short summary of our concept. We would love the opportunity to discuss our ideas in depth with you.

Thank you for your time,

Benny Wilson

P.S. I'm an avid No Man Sky player. It's easily one of the most impressive titles of 2016.