To Whom It May Concern:

It is my absolute pleasure to recommend Suyi for the graduate program at your established University. As Suyi’s supervisor during his student internship as a game designer at Netease Game over last summer, I met with him frequently to assign responsibilities and discuss the industry. I was impressed with Suyi’s communication skills to express his ideas to team members, initiative, ability to self-learn and analytical abilities towards game mechanics as well as systems. Suyi became a good member of our team, and I’m confident that he will succeed in a graduate academic environment.

As a trainee before he started the intern, Suyi finished the analytical playthrough of several games I asked closely related to our game *Eternal Frontier* and wrote up an original 100-chain quests lines with a story invented on his own for two iterations. From his training period I could clearly see Suyi’s determination and initiative for he always stayed late and even came in during weekends to do more work, wanting to join the team as soon as possible. Meanwhile he learnt on his own, reading several game design books even though it was not required for the training.

As a game design intern in our project, *Eternal Frontier*, Suyi had a number of responsibilities. He worked with members of the art, design and programming staff on our game, focusing on implementing quests on current map, design and write out storylines for a new map and implementing them. Suyi was especially skilled at self-learning our ways of game creation. He finished the implementation bugless, with two interesting quest types invented on his own while keeping in mind the flow of player experience. He also self-learnt our behavioral tree editor to create more smooth AI behavior for the quest. It’s clear that Suyi has a passion for game design and strong self-initiative.

In closing, I’d like to reiterate my strong support for Suyi’s application to your program. Suyi is a talented young man driven by a passion for games and creating games. Please don’t hesitate to contact me for any further information. Thank you for your time.

Sincerely,

Guangyun Chen

Lead Game Designer,

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