Suyi Diao

2301 Vanderbilt Place

Nashville, TN 37235

615-243-8259

suyi.diao@vanderbilt.edu

Dear Hiring Manager:

It is with great enthusiasm that I submit my application for the position of Intern Game Designer at Treyarch. As a past game design intern at NetEase Games and Baitianinfo. Ltd, I know my diverse skills such as team collaboration and problem solving will make me a great fit for the intern position.

Having been a gamer ever since my childhood, I found games to be my greatest passion in life and decided to pursue a career being a game designer. I enjoyed FPS a lot, overwatch, CSGO, half-life and so on has accompanied me thousands of hours.

Reading over the job description for the position, I recognize myself. I have experience collaborating while working on mobile games. I interned at two mobile social games at two different companies, one designing game systems, the other writing quest lines. Both times I have collaborated closely with several designers, artists and programmers on a team with more than 15 people, successfully communicating and negotiating my idea to the others both verbally and written.

I am also a great problem solver. As I pursue a degree in computer science from Vanderbilt University, I have worked on multiple team projects oriented toward solving problems. Firewalls, an alarm clock with games, World of Warcraft database and so on are projects assigned with few instructions. We successfully built these applications using problem solving skills such as research, negotiation and communication. Furthermore, when I worked for NetEase Games, I implemented all story lines into the game and developed two different quest types on my own within the current game functions.

I think my skills and experience as a game designer is an excellent match for the position, and I am excited about the chance to work with Treyarch.

Sincerely,

Suyi Diao