Suyi Diao

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Dear Sir or Madam:

I first learned of Blizzard when Chinese Warcraft III player Sky won the world championship. Ever since then I have been a Blizzard Game enthusiast and an 8-year-long World of Warcraft player. Listening to Rob Pardo’s speech at GDC 2010, I was deeply touched by the tenet of Blizzard Games, “Easy to learn, difficult to master” and by the intention of focusing on making real epic games instead of being irresponsible for games you made and having a preference of making money. I was very pleased to learn from your website that you are accepting applications for a Game Design Intern position on World of Warcraft , and I am applying for this position.

As an Intern at Baitianinfo. Ltd, a game company in Guangzhou, China, I gained and enhanced several skills. I worked as a game system designer in a mobile game development team. I designed prototypes and wrote design documents of several systems for the mobile game. I started and improved the design multiple times to achieve better interaction experience on Arena system, store system, ranking system, lottery system and daily mission system. through my interaction with both UI designers and programmers, I gained valuable experience and a passion on how to work efficiently as a team.

As an indie game developer, I had an end-to-end game development experience of an IOS game called Alpaca Village. Mostly level and numerical design and some system design because of the game system layout. I facilitated extensive brainstorming to come up with multiple game ideas, quickly developed prototypes and figured out how to fix and improve user experience. I designed the game data and refined it over and over again while testing the game balance and bugs on both programming and design level.

As a sophomore majoring in Computer Science and Studio Art at Vanderbilt University, I have developed major programming skills including programming language skills such as Java, C++ and android development, data structure experience, design pattern experience and database management experience. Last fall I worked as a TA for the basic programming language class (CS 1101) and helped the professor to grade and answer students’ questions in office hours.

With my designing skills, creative problem-solving skills, relevant coursework and professional experience, I am confident of excelling in the position of Game Design Intern at Blizzard. I hope you will find my knowledge and experience a valuable potential addition to Blizzard and I look forward to discussing with you further the possibility of applying my skills to work for your company. Thank you for your time and consideration, and I look forward to hearing from you.

Sincerely,

Suyi Diao

Also below I attached a little story of mine:

I have been a World of Warcraft Player since I was 11 and it has accompanied me for more than 8 years. I started out as a traveler in Azeroth (in the 60th) and never made it to full level since time restriction my parents gave me. Finally, I made it to a level 85 Paladin in the 85th and have played PVP since, occasionally PVE. I drilled hard and finally made the 2v2 arena level over 2200 in 90th. Then I decided to play every class and every specialty just because Azeroth deeply attracted me. I’ve done it in the 90th and played every one of them until their arena level ranked over 2000. It does not matter if someone said that Garrisons put an end to world of Warcraft. I think Azeroth, whether the peaceful Elwynn Forest or the despairing western plaguelands, is an attraction itself. I would take time to ease my mind running across the lands on horseback.