Suyi Diao

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Dear Hiring Manager:

It is with great enthusiasm that I submit my application for the position of Intern Game Designer at Sony PlayStation. 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. Countless times, I have enjoyed a journey in a game world, only to find out even though I enjoy every one of the games I play, I prefer those with smaller scale and more artistic games like *Monument Valley* or *Passage*. They shine with their core value like love or friendship exposed slowly to the players as we play. I am thrilled to find out PlayStation shares my great passion on these kinds of games.

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.

During these internships, I accumulated experience on game development in the industry and familiarized myself with the general workflow of developing a game, usage of tools such as behavioral tree editor, in-game animation and so on. Developing on my two personal game projects in Unity gives me more insight of the work of a programmer as well as artist because that was the time when I started to worry about materials, level layouts, sound effects, game functions and so on.

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 Sony PlayStation.

Sincerely,

Suyi Diao