Suyi Diao

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Dear Sir or Madam:

Hello!

I am a sophomore student studying in Vanderbilt University seeking internship as a game designer. I have been a gamer all my life and are pursuing a career as a game designer. Thus I am studying as a Comp Science and Studio art double major in college and I am applying for an internship as a game designer in Valve. Even though I know Valve might not accept internship, but please hear me out.

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 Valve. I hope you will find my knowledge and experience a valuable potential addition to Valve 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