1. **Why are you interested in video game development?**

**A gamer. The satisfaction to bring joy to people. After doing it, find it to be the passion of my life.**

1. **Why do you want to work at Treyarch?**

**Interested in FPS, borderlands, half-life, counter-strike, battlefield, cross-fire, overwatch, cs-go, COD of course, l4d2. Did a past internship in Netease which is a MMOFPS game. And I simply know Treyarch is the best of all FPS video game developers.**

1. **What makes you a good designer?**

**Passionate gamer. Communication Skill. Wide area of interests in the world: art, music, sports of all kinds, especially soccer, computer hardware fanatic, cooking, crosstalk performer.**

1. **Which design position(s) are you most interested in and why?**

**Game designer / scripter. 1st, very interested in designing puzzles and combat encounters as I have designed puzzle games before. 2nd, skill set more qualified as a computer science student who has done very large amount of game scripting.**

1. **What is something you would improve in a Treyarch title and how would you go about it?**

**Communication and making decisions. By learning how you guys make decisions and communicate. Also, really interested in making FPS games, but don’t really have the time to develop one myself.**

**Part 2: Please spend some time talking us through your design process. What typical steps or considerations go into creating a new mechanic, level, or experience? What design principles or personal practices do you often revisit while designing and iterating?**

**First thing in my process of creating is the main loop or concept. If it’s a new mechanic, then I need to establish the main loop of the mechanic. If it’s an experience I need the find the core concept of the experience. Next typical step would be creating a quick prototype to change the core concept/loop. After several iterations when I decided the core is fun/qualified. I would start making the real thing. Next thing is designing around the core. Go beyond the core, go above it, not to go astray.**

**I think the flow channel is the most design priciples.**