Hi there, people of Treyarch. Thank you so much for considering me as a candidate for the design intern.

My name is Suyi Diao. I am an international student from China studying in Vanderbilt University. And I am currently pursuing a degree in Computer science and studio art double major.

Before I am all of that, before I put all those tags on me, I am a gamer, I am a gamer ever since I got my first Gameboy in the 3rd grade. This is why I am so interested in video game development: gaming is my greatest passion in life, and I get to share this passion with other people through making video games and letting them play what I have made. Watching people enjoy my games gives me so much satisfaction. So, I decided to pursue a career in the field of bringing joy to other people, well also known as video game development.

I want to work at Treyarch simply because I am a huge fan of first-person-shooters, I have spent countless hours of time in FPS games. Cross fire, Half-life, counter-strike, Borderlands, left 4 dead series, overwatch, and of course, Call of Duty series. I want to work at Treyarch because Call of Duty series is my favorite series of all. Well, you must all understand how cool it is to work at the company that made your favorite games, right? Also, I had some experience making FPS in my last summer’s internship. So, I reckon Treyarch to be THE place that I want to work in.

Of all the skills, I consider passion to be the most important thing that makes me a good designer. In my opinion, coming up with an idea is not hard. But good designers are those that can hold on to the boring stage of iterations and perfections, during which I have often encountered tremendous doubts from others and from myself. It is sometime very hard to proceed without passion holding on to me. Also, I think communication skill is vital for me as it is the designer’s job natural to share the vision with other team members clearly and well. The third skill that makes me a good designer might not seem obvious. That is wide area of interests in life. I have many areas of interests, and I find them tremendously helpful when making design decisions. I tend to create games based on what I have saw and experienced in real life instead of based on other games because I feel like doing so grabs the root of those ideas.

I am most interested in the Game designer / scripter intern position. Because first of all, I am very interested in designing puzzles and combat encounters as I have done such things before and they strike me as great fun. Secondly, my skill sets are more qualified to be a scripter as a computer science student who has done very large amount of game scripting.

I have got so much to improve. If I ever got under a Treyarch title, I would definitely improve my ability of game mechanics design of first person shooter games, the guns, the enemy AI, the world, the storyline, the level designs, all of that. Also, I would like to improve my communication skills more, either in writing or talking. I would improve all this by learning and watching how your team develop, make decisions, and communicate effectively.

My Design process: Before creating any game, I would first develop the main game loop, the loop that is the core of my idea, the loop that is repeated over and over again throughout the game. If I am to make a new mechanic, I will establish things like, this mechanic is about using the finger the slide across the screen and hit multiple jumping things at once to score. If it’s a new experience, I need the find the core concept of the experience, is this experience about feeling isolation, or being loved? Or is it about being in the cold water or sunshine? Next typical step for me would be creating a quick prototype to test my main loop. After several iterations of the prototype when I decided the loop is fun/qualified, I start to develop it. Design more functions that build up on the main loop, beyond the main loop, but I never go astray from it. If I find the main loop no fun at all however I tweak it during prototyping, I would just drop it.

The most revisited design principle I encoutered is the flow channel. Is it too easy to be boring for the player at this stage? Or is it too hard to be frustrating for the player right now? This principle is a very straightforward, simple and practical since games are all about grabbing player’s focuses and making players feel engaging and fun. And this is what flow channel is all about.

So all in all, honestly, I am very horned to be even considered as a candidate right now. Thank you so much for your time, thank you. I am looking forward to your reply.