

JOHN RIORDAN

Sept. 26th 2022

Dear Hiring Manager:

I am writing this to you because I have taken a very keen interest in your **Valorant UX Designer - Gameplay Tech** position that has been posted on the Riot Careers web page. With my prior work experience, technical skill-set, and deep passion for gaming and solving gaming UX problems I'm quite certain that I am exactly the person you are looking for.

Over the past decade I have developed a thriving passion for exploring and solving problems in the gaming space. On my website (**johnr.io**) you can find links to some of these. Perhaps you're already familiar with some of them (runeforge.gg). One such tiny idea I explored very early on in Valorant's life was what sharing crosshair settings (as well as some UX improvements to the settings itself) might look like (**xhair.vercel.app**). This was just a tiny one-off idea I briefly explored.

This kind passion and drive led me to a formal position at TSM/Blitz (early days of Blitz) about 4 years back thanks to some networking at the Riot Games Hackathon (2018) where I've been fortunate enough to make that passion a thriving career as a Senior Designer/Engineer.

Now is the time I take my learnings and skill-set to the games I care about so much, first hand. I've spent so much time solving tertiary UX problems in gaming when I think my skills and knowledge are extremely valuable in making Valorant meaningfully better in a more direct capacity.

Attached you'll find my resume which is also available at **johnr.io/resume.pdf**. I look forward to hearing from you and chatting more about my work and what it is the Valorant team is looking for.

Sincerely,
John "Rio" Riordan