

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 (REQ-0005534)** position that has been posted on the Riot Careers page, especially after having spoken with Tea Chang. With my prior work experience, 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