



LAUREN LYNCH

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BLIZZARD RECRUITMENT TEAM

DESIGN • BLIZZARD • 16215 ALTON PARKWAY • IRVINE, CA

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Dear Blizzard Recruitment Team,

My dream job is to be a game designer for Blizzard Entertainment. I have been a fan of Overwatch since the open beta I participated in and a less than noteworthy player of Hearthstone. As of this cover letter, I am currently the treasurer of my college's Game Development club and have decided to focus my tutorials to our members on the importance of organic ideas over the engine that we use. My portfolio does have unique themes for otherwise textbook games, which is the product of my overactive imagination. My process is hard to explain without an example so I would like to actually point to one of the first projects in my portfolio depicting a snake game. The theme is an office conga line partly because of the spontaneity of the idea. The first thought I had was to make the snake a fun conga line where having people join is have the fun. I decided on setting it in an office so there could be difficult obstacles to navigate, such as a co-worker's cubicle or the boss's office. To summarize, my design process is to have a spontaneous idea and build on top of it depending on the features I want to add. There is a story behind the creation of all my games, so if you would like you can contact me about anything that strikes your curiosity. I look forward to hearing from you.

Sincerely,

Lauren Lynch



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