

Dear Recruiters at Blizzard Entertainment,

Today will be such a memorable day. You are about to hire me, who will become the best game designer in the next decade. And I will land my job at Blizzard Entertainment, the best game company in the world. This will be my first step in bringing engaging entertainment to all other Blizzard fans around the world. And it is now your choice to make it happen!

I started hosting DND games in class since I was 9. Back then, we did not have any board-game shops around the neighborhood. The internet connects through a phone cable. I hosted my game with pencil and paper. Other kids loved my game. Some kids have video game consoles and computers at home, but instead, they choose to spend their time with me. During my time in high school back in Vancouver, BC, I code games with a graphing calculator during my commute. After I got back home, I started making games with StarCraft and WarCraft3 map editors.

Oftentimes, players know what they like the best. One of the most popular genres nowadays, MOBA, came from Dota, a fan-made map in WarCraft3. Counterstrike is another fan-made map in Half-Life. Hearthstone battleground, which borrowed the idea from Auto Chess, was yet another fan-made mini-game in Dota 2. I am a gamer, a Blizzard fan, and yet willing to become a game designer at Blizzard. I will accomplish my dream and the dreams of millions of other gamers in the world.

I came from a typical Asian family. My parents wanted me to be either a doctor or an engineer. I was a great engineer, just like the others in my family. I was able to code since I was 6 and do calculus since I was 12. But I was not happy. Deep inside, I am eager to entertain. When people really enjoyed the games I made, that was the best time I had in my life. I am a gamer, a game designer, and a Blizzard fan.

So here I am, doing my best to finally stepped my foot into the game industry. I need your hand to pull me over, so a fantasy may begin.

Sincerely,
Shen Huang

PS: Below will be my:

1. Design of one new Battlegrounds Hero/Hero Power and why it would be a good addition to the game.
2. My favorite Battlegrounds Hero/Hero Power and why it is my favorite
3. Examples of game projects I have worked on.

New Battleground Hero

Garrosh Hellscream



You fight ME!



Passive Hero Power

When another player fights Kel' Thuzad, instead they fight you! Starts with Gorehowl allowing Garrosh to join the fight.

Reasoning behind design:

Some players may think you shouldn't fight the ghost of a dead player to ensure an always-challenging game.

[\(https://www.reddit.com/r/hearthstone/comments/dyz8ye/in_battlegrounds_you_shouldnt_fight_a_ghost_of_a/\)](https://www.reddit.com/r/hearthstone/comments/dyz8ye/in_battlegrounds_you_shouldnt_fight_a_ghost_of_a/)

Garrosh's passive will allow him to pressure other players by substituting the free round. Equipping Gorehowl will give Garrosh a slight advantage during early stage of the game to compensate the advantage from ability of other heroes.

Favorite Battleground Hero

Tickatus



Reasonings:

I am a big fan of those random trinkets. It is one of the core mechanics of a rogue-like theme that adds a lot of fun by giving incremental growth to the player. The best part is when the player collects prizes that synergizes with each other, it adds some strategy feel to the game. Tickatus accelerates that process.

Game projects I have worked on:

DIG

GIF demo can be found on:

<https://0x2a.pb.online/>



A game inspired by lava run in StarCraft UMS maps and in Mine Craft custom games. Player will be pressured by the lava behind, building ice blocks at choke point to gain time. Player can also collect food and items while digging, feeding hunger or aid the running process.

CLUE

A LBS game inspired by Geocaching and 4 Image 1 word. Allowing the players to create custom puzzles and hide them in real world, which they can share among other players.

Personal Website

<https://shenhuang.github.io/>

Click on the Emojis and they will turn into a game. I have also added an easter egg inside the development console, which can be accessed by pressing down F12 on a Chrome browser.

I have also made a custom resume showcasing my works and experiences, but it was in Chinese, attached below.