Ju-Young Kim (Alex)

Purdue University

(765) 409-7565

alex99.young.kim@gmail.com / kim2975@purdue.edu

Dear, [Company Name].

[Introduction]

Hello, my name is Ju-Young Kim (Alex), a recent undergraduate from Purdue University with a double Bachelor's degree in "Game Development and Design" and "Animation and Visual Effects". and I am writing to express my strong interest in the Game Design role at [Company Name]. I am passionate about creative game development that combines technology and art, and I am eager to contribute my creative skills and expertise to your game design team.

[Motivation]

"Games are more than just code." This is a phrase I have always kept in mind since I started game development. My game development journey began with my first RPG experience in childhood. Captivated by the lifelike character movements and engaging storytelling, I dreamed of 'someday creating games that would move people's hearts.' Your company has consistently delivered innovative games that provide players with new experiences, and I am deeply inspired by your spirit of innovation and creativity, which led me to apply.

[Academic and Project Experience]

My time at Purdue University meant more than just building technical expertise. Through my double major in game development and animation, I learned to balance technology and art, mastering various programming languages from HTML/CSS and JavaScript to C++ and C#. Particularly, as a lead game designer in various projects using Unity and Unreal Engine, I learned to harmoniously combine technical implementation skills with creative vision while setting the overall direction of games. Through collaborating with team members from diverse backgrounds and bringing different perspectives and ideas together to create better results, I also developed effective team communication and project management skills.

[Technical Skills]

I have acquired various skills necessary for game development, from programming languages to professional tools. I am proficient in programming languages such as HTML/CSS, JavaScript, C++, and C#, and can skillfully utilize 3D software like Maya, Blender, Houdini, as well as game engines like Unity and Unreal Engine. I also possess game design documentation, project management skills, and proficiency in Adobe Creative Suite for design work.

[Project Achievements]

I have led teams as a lead game designer in various game development projects. I implemented character animation systems and developed responsive interfaces focused on user experience. Particularly, I focused on game performance optimization and establishing efficient workflows, successfully completing all projects within deadlines. While I faced challenges such as technical limitations and time constraints, these experiences became the foundation for my growth as a better game designer.

[Strengths]

My strengths can be categorized into three main areas: challenging spirit, problem-solving ability, and collaboration skills.

First, my challenging spirit and resilience. When facing any task or project, I actively take on challenges with a "let's try it" mindset. I'm not afraid of failure and prefer to learn and grow through real experience, diving into new technologies or challenging tasks without hesitation. This attitude has been particularly advantageous in game development. The various experiences throughout my life have cultivated my determination and resilience, becoming my driving force to move forward in any situation.

Second, my problem-solving ability. While my challenging approach sometimes brought unexpected difficulties, these experiences actually strengthened my problem-solving and crisis management abilities. Through experiencing both success and failure in projects, I developed the ability to clearly distinguish between personal and professional matters and analyze situations objectively. This helped me acquire self-development skills to accurately identify and systematically improve my weaknesses. Sometimes, my bold challenges led to crises, but these experiences only strengthened my resilience and mental fortitude. With the mindset that "I'll win if I go all the way," I persistently solve any problem that comes my way.

Third, my collaboration skills. I effectively communicate with team members to achieve optimal results and contribute to improving project quality through meticulous attention to detail and systematic work methods. In game development projects using Unity and Unreal Engine, I have experience successfully completing projects as a lead game designer, setting overall direction and effectively collaborating with team members. I can also quickly acquire and apply new technologies and trends, maintaining competitiveness in the rapidly changing game industry.

[Future Goals]

Games exist at the intersection of technology, art, and emotion. I want to become a game designer who encompasses all three elements and provide players with unforgettable experiences. If I join your company, I wish to contribute to developing innovative and immersive games based on my technical skills and creativity. Particularly, I aim to contribute to creating games that are both technically sophisticated and artistically excellent by leveraging my expertise in both game development and animation. I am committed to growing as a professional who contributes to the advancement of the gaming industry through continuous learning and challenges.The company's commitment to pushing creative boundaries while maintaining high-quality standards aligns perfectly with my own game design, artistic vision, and productivity. I am available for an interview and to start as soon as possible. Thank you for your consideration, and I look forward to speaking with you further about this opportunity!

Respectfully,

Ju-Young Kim (Alex)