

January 27, 2022

Yejin Oh  
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Dear Committee,

I am writing to inform you of my interest in joining the Computer Science – Computation Arts (BCompSc) Program at Concordia University. I strongly believe that the diverse collaborative courses offered in this program will be crucial in shaping my technical knowledge and aesthetic sensibilities towards my goal of becoming a game developer.

I was raised in a very tech and art-centric family. Surrounded by developers and product designers, I naturally gained curiosity for programming and digital arts at an early age. My fondest childhood memories involve playing iconic games like *Super Mario Sunshine* on the *GameCube* with my sisters. The immersive nature of video games served as a source of escape for me during tough times. As I grew older and began thinking of potential careers, a game developer was always a profession that came back to mind. I realised I had the ability to help others by creating an escape for those in need, hence why I have chosen to pursue this lifelong passion as a career.

During the last four years, I actively sought opportunities to gain insight into the digital art field. Most recently in the fall of 2020, I was a co-op student at a virtual art school, *Winged Canvas*. This is where I gained hands-on experience implementing business requirements and designing content for a variety of art programs. This opportunity reinforced my technical skills in marketing, digital arts, and design along with my software skills in *Figma*, *Blender*, and *Procreate*. Furthermore, my academic experience in computation arts consists of 4 years of Visual Arts and 3 years of Communication Technology, both of which I have completed at the top of my class with a grade of 98% and 97%, respectively. Visual Arts has taught me the fundamentals of colour and shape theory, as well as historical art trends. While in Communication Technology, I learned various *Adobe Creative Suites* such as *Illustrator*, and *InDesign*. In my personal time, I have explored 3D modelling, basic programming, animation, and illustrative digital art as a hobby for 6 years. I enjoy other forms of art as well, like pottery, fashion and sewing, and upcycling clothing into stuffed animals, bags, and costumes. Additionally, I enjoy learning new languages such as French (12 years), Korean (16 years), and Japanese (2 years). I believe my passion for creativity and new challenges will make a great entry point for the program, Concordia University, and Montreal.

Ultimately, I wish to gain more experience in working with new programming methodologies, understanding software design patterns, and advancing in project development. I believe that with the leading courses offered by this program (i.e. “Computer Graphics”, and “Digital Game Prototyping”), the program’s joint community of experts, and the Co-op program, I will be able to diversify my skill set and shape my passion into a promising profession. I am greatly looking forward to my immense growth and development in the next 4 years at Concordia University.

Yours sincerely,

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