

Dear Naomi,

I would like to volunteer for this position because the project's aim intrigues me. I have always heard about how global warming affects us, how good recycling is, but I've never seen first-hand how or why it affects us. Being in this position will help me understand more about the impact we've had on our environment and how I can directly help instead of indirectly.

I have just finished first year of Computer Games Development and I have learnt a wide variety of skills. I made a small maze game using Game Maker Studio, learnt Adobe Flash CS4 for 2D animation as well as some Blender for 3D animation, been introduced to Java Programming and then made my 2D animations interactive with ActionScript. I am currently learning C# for Unity in advance for second year, and then in second year, I will also be learning HTML and JavaScript.

As an aspiring game developer – after learning about what we can do to reduce the effect of carbon emissions – I hope to have ideas for small serious games / apps that can be developed to really raise the awareness of the impact of how badly we've damaged our environment and even though progress has been made, there is still a long way to go, and I hope to do this all through a process of gamification. The games / apps will be fun to play through and hopefully attract all age groups, but the main message would be on how to help our surroundings.

I am a very social person due to having worked in the hospitality industry and volunteered once before, thus I thoroughly enjoy interacting with people, expanding my connections and see different views on the topic as a whole which I can utilise for the later games / apps.

If I am required for an interview, I am sorry to inform you but I will not be available until the start of August. Thank you for reading and I look forward to hearing from you soon.

Yours sincerely,
Yu-Ching