Yidi Zhu
5703 Pocusset Street
Pittsburgh, PA 15217

December 10, 2017

Classic Games Team
Blizzard Entertainment, INC.

Dear Sir / Madam:

I am pursuing my Master of Entertainment Technology at the Entertainment Technology Center (ETC), Carnegie Mellon University and am interested in being a Software Engineering Intern in the **Classic Games** team, ideally the Warcraft III team. I was a fanatic Warcraft III player when I was in middle school. The quality of this game made working for Blizzard my dream. Moreover, the Chinese player Sky's story ignited my passion for eSports, which drove me to found the Electronic Sports Club in my college. Blizzard games changed my life profoundly and finally led me to the world of game development. I believe my experience, skills, and passion will make me an ideal candidate for this position.

My passion for game development led me to the ETC. At the ETC, I took the Building Virtual Worlds class where students are separated into teams of 5 and build a new world in 2 weeks or less. After two weeks, teams are shuffled, and a new round begins. I worked as the programmer for all 5 rounds. As the platforms that were assigned to us are novel and unexpected, every round I was tasked to get familiar with new development environment in a very short time. This experience also enhanced my skill for rapidly adapt to new development environment and methods, implement novel gameplay systems and fine-tune them within an interdisciplinary team setting. I got the chance to practice how to choose and use data structures, algorithms, and mathematics efficiently to deliver the desired gameplay experience under strict time constraints. Moreover, as we used agile development methodologies, we need to design the code structure in the way that can easily accommodate new changes even late in the development process. This experience enhanced my skills to write clean, robust and flexible code.

I am also leading a small independent game development team of 6 in my free time, where I work on both the creative side and technical side. We have published our first mobile game and have gained more than 7,000 players. Also, I received extensive training in calculus, engineering mathematics, and classical mechanics from my undergraduate in Building Engineering and Management. These skills make it easier for me to communicate with designers and implement gameplay systems. I also took online classes such as Using Python for Data Science and worked on contract projects to fine-tune my game development skills. As a result, now I am capable of both making a complete game on my own and efficiently cooperate with an interdisciplinary team.

I will be in Los Angeles from January 6 to January 10, 2018, and will visit Blizzard Entertainment as part of the Entertainment Technology Center West Coast Trip on January 8. I would value the opportunity to interview with you. I can be reached at 412.535.1763 if you have questions or would like to arrange for an interview. Thank you in advance for your time and consideration.

Sincerely,
Yidi Zhu