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Dear Hiring Manager,

I am a first year MFA student in Game Design at New York University, and I am writing to express my interest in the Game Design Internship position on the Overwatch team. After learning about the responsibilities and the required qualifications of the position, I believe my abilities as a game designer, collaborative skills as a team player, and my passion as an Overwatch player make me a great match for it.

The Overwatch team has managed to stand out by capturing the essence of already popular video game genres such as FPS and MOBA and weave them together seamlessly with an original narrative design. Having worked on a number of creative projects in both art and design, I believe I share with you this passion to carefully listen to the needs of the community and to innovate and experiment with forward-thinking design. During my experience as a visual design intern at iDreamSky, I designed a logo and a mascot for their IOS card game Pocket Bull Poker, during which I did plenty of research on the theme of the game, target demographics, and the mood conveyed through the color scheme. My ability to precisely comprehend the desired function of the design in service of the game, to quickly come up with different iterations and adjustments according to feedback given, and to execute in time with a high level of polish allowed my work to be repeatedly chosen as the final solution. I believe I can contribute to your team with my problem-solving ability, high efficiency, and my deep interest in creativity and experimentation.

The success of a game like Overwatch is never the result of one genius designer, but the collective effort of a team. Coming from a Studio Art background and now working with students from a wide arrange of cultural and academic backgrounds, I am constantly exposed to ideas and angles different from mine, from which I have learnt to equally respect and appreciate distinctive voices and to make the most out of the strength of all group members to achieve our common goal. For the final year of my BFA degree in Studio Art, I made a number of 3D scenes to experiment with space design and environmental storytelling, a creative form rarely seen and discussed in the department at that time. For each piece I trained myself to explain in clear and simple terms, and display them with means accessible to artists who are unfamiliar with and intimidated by the medium. Instead of using WASD keys to show a 3D scene, I employed more intuitive controls such as a "Makey-Makey" to turn ordinary objects into controllers, or incorporate physical movements in the game. My open attitude and respect towards my audience has granted me countless opportunities for valuable feedback I might otherwise have dismissed.

I would greatly appreciate the chance to work for the Overwatch team where I can learn and grow as a designer, and contribute to the diverse and open working environment you aim to foster. Thank you very much for your time and consideration.

Sincerely,
Rachel Li