14 Engineering Drive, Dartmouth College
Hanover, N.H 03755
October 30, 2012

Dear Hiring Manager:

It is with great interest that I am applying to an engineering/designing position in *thatgamecompany* which is not currently listed. *Thatgamecompany* interests me because in your company game is treated as art rather than as a product, which contributes to the uniqueness of your games.

Knowing that your company prides itself in creating innovative entertainment products and developing visions for artistically crafted games, I want to emphasize my experience at Dartmouth College. I became a Computer Engineering major because I foresee the future in which the artificial world grows in the same way that the real world grows. I developed the vision that cutting-edge technologies can give life to entertainment software which evolves by reacting to players. My ideal next-generation games will no longer be a dollhouse amazing the players, but a world that players can construct and interact with. As such, I believe my skills and expertise will be an important asset to *thatgamecompany*. I demonstrated my skill sets of planning and innovating when I researched the dynamism of group and individual behaviors under the impact of social network and decision making. My jobs included high-level analysis of human reasoning as well as technical implementation of data collection and character simulation. Through my diverse research projects, I also gained solid teamwork and communication skills. I have cooperated with colleagues from different institutions with different culture backgrounds. Complementing this, I devoted a large amount of effort to the generation of empirical data. I performed detail-oriented tasks such as processing and representing human-generated data and analytic tasks such as analyzing the sensitivity of parameters. As a game engineer/designer, I will exhibit the same analytic skills without losing the attention to high-level big pictures.

When interning at Mobile-Gamer Ltd., the company targeted at publishing innovative games on mobile devices with short development cycles. I was able to contribute to the goal by self-teaching programming languages and within a short period becoming the lead programmer, who produced a game per month on average. My ability of quick learning and self-starting was also demonstrated when I implemented a software API for BAE Systems at Dartmouth. I was able to learn the functionalities of the software and at the same time learn the programing language.

I strongly believe that I can contribute to your success in the interactive entertainment industry. I think you will find my combination of big-picture driven and detail oriented skill sets an excellent match for *thatgamecompany's* needs as a game engineer/designer. Thank you for your consideration.

Sincerely,

Deqing Li