

Personal Statement

Introduction

- Intriguing hook
- Clearly enounced main theme

Are videogames art? As I was playing Cyberpunk 2077, a dystopian futuristic game, based in the grim “Night City”, I got my answer: a resounding yes! Along with this answer, I realized I was an artist. I love every part of videogames: their story, their music, their art and the way they interact with players. For me, it’s the most modern way to experience art. I hope to share some insight into where my love for these comes from, and what I’m hoping to do with it!

Body Paragraph 1

- Relevant experience
- Academic background
- Personal project

Time markers show commitment and passion.

Ever since I started high school, I decided I wanted to work in the games industry. Although there weren’t many opportunities in Gatineau, it never stopped me. I put out my first game on Itch in 2019. Since then, I have worked to create a better portfolio and to learn a ton about all parts of video game making. I have taken part in 5 different game jams since, including 1 in-person at Vanier College. Through these experiences, and with my Technique in Multimedia Integration, I have learned a lot about organization, programming and art. This is why this year, I decided to try my hands at publishing a larger game on Steam. Now, I’m applying here to learn even more about a part that fascinates me; game design!

Body Paragraph 2

- Personal obstacles
- Overcoming adversity

Solutions explained reveal the author’s qualities.

The road to joining the beautiful and passion-filled world of video games is littered with challenges. The first big one for me is the anxiety linked to the current job market. While it’s certainly not at its most energetic right now, I overcome this by working hard and having trust in the quality of my work. The second one I face is the challenge of making video games on my own. Since I like working in a team so much, not having anybody helping me out with the parts I struggle with is sometimes hard. My solution for this is... Doing game jams (small competitions in which you must create a game in a short time)! I always do them with other people I can get to join me, and they help me refresh my passion, and they help remind me of what I love the most about games, which are the people and the experience we deliver together. This helped me learn a lot about what a team should and shouldn’t be, about conflict solving and a lot of other important similar skills.

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Body Paragraph 3

- Career goals

Career plan shows author's ambition and grasp of the industry.

Conclusion

- Summary of key points
- Clear direction
- Memorable final statement

In a few years' time, I'm seeing myself working for a bigger gaming company (of the AAA caliber). Hopefully, I will find one with good conditions, where I can grow as a game designer and a team member. Later, I'd love to either create my own game studio or join a smaller indie one. Through this, my creative aspirations will probably be more fulfilled, since I'll have more say in the direction and be able to create a game that is truly mine in some way.

On a final note, I hope that, through my experience, my challenges and my personal goal it's clear how deeply ingrained my love for videogames is. I hope to be a part of the industry and, more importantly, to stay myself and to keep on doing it in a way that I love. This is why I decided to apply here, since your values as a school and your "way of doing things" seem greatly aligned with me! I hope that I can learn with you how to be a greater video game maker and, who knows, work on the next big Cyberpunk-like experience!

Cyr Emmanuel, March 2025

