

Before I came to UAL, my dream was to join Activision and contribute to the development of the Call of Duty series of games (COD). I was only 10 years old when I first knew and played this game. At that time, I loved first-person shooter games, and I liked World War II games because I played the first generation of Call of Duty, which was released in 2003. The quality of this game shocked me at that time and made me unforgettable.

Founded in California in 1979, Activision is the world's leading interactive entertainment developer, publisher and distributor, with products covering home consoles, mobile platforms and PCs. Activision's "Call of Duty" series is the best-selling FPS game series, with sales of more than 500 million copies as of 2023 and revenue of approximately US\$30 billion in 2022. Today, Activision's operations are completely managed by a new generation of management teams, such as former CEO Bobby Kotick, who served as CEO in the late 1980s until he stepped down after the acquisition by Microsoft in 2023. Activision's headquarters is now located in Santa Monica, California, USA.

Many years later, I recalled this game, and I started looking up information and found that it was created by Activision's Infinity Ward studio. Subsequently, the development of this game was taken over by three other studios of Activision, including IW, namely Treyarch, which is responsible for the Black Ops (BO) series, and Infinity Ward, which is responsible for the Advanced Warfare, Infinite Warfare and Modern Warfare series. Among them, Sledgehammer Games also participated in the development of the Modern Warfare series. There are many other derivative series COD, which will not be repeated here. Among these three studios, Infinity Ward has the oldest qualifications, but due to the long time, its original team is also very few, which makes its style completely different from before. Treyarch is not my favorite, because I also often play Call of Duty. I can feel that the current Treyarch has a bad attitude towards players and a negative state of game development, such as this year's COD21 BO6. I think Sledgehammer Games is sincere to players and has the best operation attitude, such as last year's COD20 MW3. To sum up, my greatest hope is that I can join Sledgehammer Games studio to develop COD.

Activision can accept online applications to complete the resume upload, <https://careers.activision.com>

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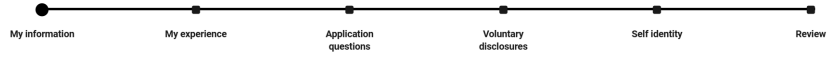
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The above is the content of Activision's job search website.

I think I will upload my portfolio and Art Station link. To be honest, I can't determine my future work direction at the moment, but I am interested in concept design of characters or scenes.