

# 3D Generalist Cover Letter

9993 Bogisich LightSampport, MI 34703

**Dear Dakota Dibbert,**

I submit this application to express my sincere interest in the 3D generalist position.

In my previous role, I was responsible for efficient modelling and converting of data sets from CAD or other 3D modelling packages.

Please consider my experience and qualifications for this position:

- Competency with rigging, skinning, and animation setups
- Proficient in game-optimized complex hard surface modeling, UV editing, and the creation of layered textures using current gen tools
- Particle/FX/Dynamic system experience
- Architecture or traditional art background
- Technical knowledge about real-time shader creation PBR workflow
- Knowledge of basic rigging in 3D software, like Maya
- Experience with various software packages including Photoshop, Substance Designer and Painter
- Strong art skills with expert knowledge of Maya, Photoshop, Substance designer/painter and/or other technologies utilized in the production of game art

**Thank you in advance for taking the time to read my cover letter and to review my resume.**

Sincerely,

Oakley Aufderhar