Downloaded from <https://www.velvetjobs.com/cover-letters/3d-artist>

# Example of 3D Artist Cover Letter

2533 Batz Plaza  
New Barry, VA 68180-9366

**Dear Riley Streich,**

I would like to submit my application for the 3D artist opening. Please accept this letter and the attached resume.

In the previous role, I was responsible for directed feedback, including paintovers on a variety of game assets (environments, props, creatures, animations, spell effects, cinematics, UI, logos, etc.).

I reviewed the requirements of the job opening and I believe my candidacy is an excellent fit for this position. Some of the key requirements that I have extensive experience with include:

* Self-driven, detail-oriented and a great team-player
* Strong drawing skills, either in traditional or digital form
* Professional experience with Unity3D or other widely used game engines, including Unreal Engine
* Knowledge of Python and/or Mel/Maya API
* Experience working in a version control environment
* Strong understanding of Next-Gen techniques, including normal map mapping and Physically-Based Rendering (PBR)
* Familiarity creating visual effects in a game engine
* Highly skilled at maps creation, the theory behind the process and how to solve common issues

**Thank you for taking your time to review my application.**

Sincerely,

Dakota Heaney