

# Character Artist Cover Letter

91931 Tera OrchardChetbury, VT 52193-9807

**Dear Tatum Kuhlman,**

I submit this application to express my sincere interest in the character artist position.

In my previous role, I was responsible for guidance on applicable video and modeling technology.

Please consider my qualifications and experience:

- Able to create efficient strategies for asset completion
- Strong Max, Maya, XSI or Modo
- Frostbite/Unreal experience is a bonus
- A keen eye for color, light, shade, and detail in creating texture maps and different material types
- Advanced abilities in Maya, Z-Brush or Mud Box and Photoshop
- Experience in working both with high and low-resolution resolution textures and low-polygon game meshes
- Experience in creating and populating hair cards
- Knowledge of Physically-Based Rendering texture and material workflows

**Thank you for considering me to become a member of your team.**

Sincerely,

Emerson Auer