

Environment Artist Cover Letter

7225 Vincent GlenGaylaborough, IL 85476

Dear Azariah Koch,

Please consider me for the environment artist opportunity. I am including my resume that lists my qualifications and experience.

In my previous role, I was responsible for constructive feedback on pipeline and tool features, driving the advancement of the tool feature set for future game production.

Please consider my qualifications and experience:

- Understanding of production techniques such as high-low poly baking, modular asset creation, whiteboxing, physically based rendering, sculpting
- Knowledge of 3d content creation and texturing tools such as Maya, 3dsmax, Photoshop and Substance Painter/Designer
- Level creation experience
- Experience working with game engines and their limitations
- Able to create original concept artwork that explores a wide variety of ideas
- Understands 3D production software such as Max or Maya
- Understands real-time game development needs
- Able to identify, mentor, and grow talent

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

Sincerely,

Denver Labadie