

Environment Artist Cover Letter

1733 Kenny Extension South Verona, LA 34304-5021

Dear Hayden Fritsch,

In response to your job posting for environment artist, I am including this letter and my resume for your review.

Previously, I was responsible for solutions to problems while working in collaboration with other members of the game team, including artists, designers, audio and engineers.

Please consider my qualifications and experience:

- Hard surface and vehicle design abilities
- Self-motivated toward solving creative problems
- Hard surface modeling and texturing (clothing, props...etc)
- Basic understanding of either Maya or 3DsMax
- Basic understanding of either ZBrush or Mudbox
- Basic understanding of texture map properties in relation to their shading and lighting qualities
- Basic understanding and familiarity using rendering software
- Able to collaborate and bring creativity to the team of modelers and the wider Blizzard Animation team

I really appreciate you taking the time to review my application for the position of environment artist.

Sincerely,

Bellamy Durgan