

Environment Artist Cover Letter

866 Beulah CliffsPort Malcolm, OR 37818

Dear Sam Rosenbaum,

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

In the previous role, I was responsible for the required high fidelity assets along with clean and efficient implementation work directly in the game engine, being careful to stick to budgets and platform constraints.

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:

- Knowledge of Clarisse is an asset
- Communicates priorities to supervisor / production manager and the team for developing clear work plans
- Understanding of the visual style of Blizzard cinematics and a passion to push them to the next level
- Create and document workflows, processes and pipelines
- Communicate and collaborate efficiently with other stakeholders and teams
- Explore new techniques and tools that improve quality and efficiency
- Help manage asset production/delivery pipeline
- Break down and oversee the work of large external teams

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

Sincerely,

Dallas Quitzon