

Game Artist Cover Letter

6447 Jerrie GreensPort Lakisha, ND 86570

Dear Corey Williamson,

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

In my previous role, I was responsible for clear and concise feedback and revision notes to peer and external partner animations.

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:

- Skillful experience with C, C++ or non-visual scripting languages
- Experience with 3D graphics related mathematics
- Understanding of VR and AR mobile limitations and requirements
- An in-depth understanding of game engine pipelines, technologies, and limitations
- Comprehensive experience in film making/ video production, from concept to final delivery (and everything in between)
- Adobe Creative Suite, Photoshop, Illustrator, After Effects, Flash, Captivate, Premier, In Design, Dreamweaver
- Majoring in a game related field (environment or character design, graphic design, interactive design)
- Passion for games and game art

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

Sincerely,

Parker Douglas