

# Game Artist Cover Letter

5874 Maddie IsleDeeville, VT 59840-9482

**Dear Brooklyn Metz,**

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

In my previous role, I was responsible for the studio (game development, art leads, creative services) with data driven recommendations to improve SGI games.

Please consider my experience and qualifications for this position:

- Self-motivated with excellent visual problem-solving skills
- A game art generalist who is well-versed across 2D and 3D software packages – Adobe, Autodesk
- In-depth knowledge of Maya
- Knowledge of deformations and topology for both Body and Face
- Knowledge of character pipeline and workflow techniques
- Experience with Python and MEL
- Proficiency in technical problem solving
- Demo reel online (preferred) showing rigging and technical proficiency

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

Sincerely,

Royal Swaniawski