

# Game Artist Cover Letter

30321 Karl StreamNew Kyle, NM 13368-1473

**Dear Dylan Littel,**

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

Previously, I was responsible for by the 3d teams to push the details and refine the art to the final Art.

My experience is an excellent fit for the list of requirements in this job:

- Strong understanding of PBR based workflows
- Exceptional modeling skills in hard surface and environmental modeling
- Good eye and observation skills for making things look photo-real
- General knowledge of Unreal Engine 4 Editor
- Strong understanding of Unreal Engine's material editor, material functions and other shader functionalities
- Excellent knowledge of high poly workflows, sub-D modeling or sculpting applications
- Understanding of lights, lighting and how they bring assets to their best look
- General knowledge of clean level working, naming conventions and scene hierarchy

**Thank you for your time and consideration.**

Sincerely,

Lennon Bashirian