

# Game Artist Cover Letter

133 Tillman MountainLubowitzmouth, MT 62330

**Dear Rowan Gleichner,**

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

Previously, I was responsible for more detailed design direction for programmers and art, such as game logic, difficulty level and procession, upgrade system, purchase system, etc.

Please consider my qualifications and experience:

- Strong understanding of how to create fun, engaging, and intuitive UI for mobile devices
- Proven talent with motion graphics and UI animations
- Experience developing with Unity3D and publishing to mobile and/or PC platforms
- Experience with Wacom
- Demonstrate strong skills in either character, prop, or environment concepts
- Being able to adapt and contribute to an established art style
- Being a jack-of-all-trades with a yearning to learn more
- SME in software development/3D/video game

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

Sincerely,

Parker Bednar