

Technical Artist Cover Letter

705 Buckridge Views Gradyhaven, MN 76770

Dear Robin Reinger,

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

In the previous role, I was responsible for documentation of the art processes and assist in defining the art pipeline within the assigned project;

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:

- Portfolio and / or Reel demonstrating visual effects and / or gameplay scripting
- Knowledge of rigging in 3D content creation software, such as 3ds Max or Maya
- Strong communication, interpersonal, organizational, and collaboration skills, across multiple disciplines
- Passion for games, interactive technology, and amazing user experiences
- A fundamental understanding of digital art processes and production - how do artists work? How can we make their lives easier and unleash their creative potential?
- Deep understanding of the technical requirements of real-time content development, devising the highest visual quality solutions within aggressive performance constraints
- Minimum of at least one current generation console title as a Senior Technical Artist
- Proficient with professional 3D software for content production across multiple disciplines including 3D modeling, texture production, animation, rigging

Thank you for considering me to become a member of your team.

River Okuneva