Texture Artist Cover Letter

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Dear Ari Fritsch,

I submit this application to express my sincere interest in the texture artist position.

In my previous role, I was responsible for an artist and industry perspective on various aspects of software development, including UI/UX, use cases for new and existing features, quality checks on outputs, ideas for new features, etc.

Please consider my experience and qualifications for this position:

- Experience with PBR texture pipelines
- Able to plan Material/Texture Kits for Architectural assets or groups of assets
- Good knowledge on Substance Designer for procedural texture creation
- Knowledge in Substance Painter & Photoshop, 3ds Max, Zbrush & other 3rd Party texturing programs like, Xnormal, Quixel, Ndo
- Basic knowledge in modelling & UV
- Advanced understanding of rigging/animation process and its role in topology considerations
- Practical experience in using MDL
- Task tracking tools like JIRA / Trello / Shotgun

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

Sincerely,

Hayden Botsford