

Texture Artist Cover Letter

865 Dusty Lights East Janinetown, IL 14516

Dear Lennox Veum,

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

Previously, I was responsible for opportunities to showcase the world outside of the gameplay areas, and demonstrate the full capabilities of the studio's rendering engine and current hardware platform.

Please consider my experience and qualifications for this position:

- Proficient with Mari, Substance Painter, Photoshop and/or similar texturing package
- Artistic and observant eye for detail
- Adept at retopologizing, UVing and possesses a reasonable grasp of displacement workflows
- Basic understanding of rigging/animation process and its role in topology considerations
- Able to work efficiently while achieving a high standard of quality
- Can share knowledge and experience with others
- Able to achieve realism and balance with albedo / normal / specular / height values
- Able to work in a height-based texturing workflow for material blending

Thank you for taking your time to review my application.

Sincerely,

Dakota Rogahn