

Texture Artist Cover Letter

2193 Kovacek Tunnel East Bill, OK 34183-2081

Dear Riley O'Keefe,

Please consider me for the texture artist opportunity. I am including my resume that lists my qualifications and experience.

In my previous role, I was responsible for feedback to other members of the production by attending dailies on a regular basis.

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:

- Experienced in a production environment
- Expert skills in Substance Designer / Painter
- Strong modeling skills in 3DS Max or Maya
- Familiarity with node-based game engines like Unity or Unreal
- Expert skills in Substance Designer / Substance Painter
- Familiarity with node-based game engines like Unity, Unreal or Snowdrop
- Modelling and Lookdev skills or experience
- Working knowledge of Nuke and/or modelling software

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

Sincerely,

Onyx Stoltenberg