

# VFX Artist Cover Letter

148 Carly TraceLinwoodside, CO 43101-2301

**Dear Campbell Gottlieb,**

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

Previously, I was responsible for input on future project ideas, workflows and hurdles to Concept Developers and management.

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:

- Test and proactively troubleshoot FX that are not working in the game and help fix them
- Be meticulous and organized in the approach to the tasks, files and storage
- Solid experience with tools such as Photoshop, Maya, After Effects, particles, and ribbons
- Able to help set and maintain project-wide style consistency
- Able to mentor junior VFX artists and provide meaningful feedback
- Collaborate in development of breakdowns, task lists, estimates, schedules, milestones and overall project goals as necessary
- Conceptualize and create stunning visuals effects for our AAA mobile games using Unity3D, standard 3D packages such as Maya/Houdini, proprietary VFX tools
- Be capable of producing effects through the non-traditional routes

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

Sincerely,

Greer Heaney