

VFX Artist Cover Letter

66218 Berge PointsArmandination, MN 26440-4092

Dear Shae Mante,

I am excited to be applying for the position of VFX artist. Please accept this letter and the attached resume as my interest in this position.

In my previous role, I was responsible for administrative support to two visual effects VPs such as answering phones, rolling calls, scheduling meetings, arranging travel and expense reporting, etc.

Please consider my qualifications and experience:

- Technical background on various platforms (modeling) like Gaming, App would be ideal
- Adaptive, should able to mold accordingly to the creative and technical needs
- A demonstrable background in traditional art is preferred, scripting experience
- Experience with Unity3D strongly preferred
- Experience with real-time game particle systems editors
- Demonstrable technical skills working with VFX pipelines for real-time 3D game engines including UNITY
- Strong scripting and programming skills including C#
- Renderman or similar experience along with solid understanding of node-based compositing packages

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

Sincerely,

Azariah Feest