

ARIAN ALIU

3D ARTIST

Dear name of employer,

I was extra lucky to chance upon the job offer for the Character Artist position for the new game “Name of game”. While I’ve only seen the gameplay of the game and will try it soon, I’ve played plenty of “Game” as well as “Game”. Being a big fan of the company and the games released under its belt is what motivated me to apply for the job.

Hope I’ll get the chance to get some exceptional experience and create together an amazing result which we can be proud of. This goes without saying, and the reason I’m applying is that I’m sure I can be a significant asset to the company as a Character Artist.

- I’m proficient in creating high poly sculptures, retopology, baked maps, textures and present them in a game engine for the final reveal.
- Having worked on diverse projects, I can model realistic characters, scary monsters, and stylized models regardless if it’s organic or hard-surface.
- I have fundamental art knowledge that is useful for anatomy, lighting, composition, and graphic design that can impact the game art overall.
- While I’ve usually worked on character models, I am also able to work on props or environment. Furthermore dressing and post-processing.
- Experienced in game engines such as Unity and Unreal Engine 4.
- Being a gamer myself, I can appreciate all the aspects of game development.
- I’m fluent in English and skilled in interacting with fellow workers.
- I’m not afraid to ask for help, but I do enjoy solving problems by myself. In addition, I’m always happy to share my knowledge with other artists and help when it’s appropriate.

Thank you for taking the time to read this letter, CV and check my online portfolio. It would be awesome if I get a response for my application.

Sincerely,

Arian aliu

