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Dear Hiring Manager,

I am writing to express my interest as a Game Art Intern at Gameloft, I specialize in Modular Environments and Hard Surface Modeling. Currently, I am studying at Futuregames in Malmö, Sweden and the internship course is 30 weeks and starts May-June.

I am particularly excited about architectural assets, set dressing, texture optimization and recreating complex objects from concept art and references by paying close attention to detail. I am knowledgeable of the game art pipeline and I am confident working in-engine. In addition, I feel comfortable with other aspects of game art and take pride in learning fast.

Gameloft stands out to me because I have played many of your titles. I also really like how multicultural the company is, extending to so many countries across Europe. I believe that the stated skills would make me a valuable addition to your team, and that an internship at your studio would expand my knowledge on Game Development and advance my Art skills by learning from professionals.

In past collaborative game projects, I have learned the importance of clear communication and alignment across disciplines — not just with fellow artists, but also with designers and programmers. Furthermore, I'm comfortable using version control systems and enjoy problem-solving in a team setting to find the best solutions.

Thank you for taking your time reading my letter. I am excited to hear from you and hopefully meet you. You can look at my portfolio at www.artstation.com/danaiik and contact me by email, phone, or LinkedIn. I cannot wait to hear back from you.

Best Regards,

Danai