

Dear hiring manager,

I would like to be considered for the Environment Artist role at 2K Games WWE Team. With my strong technical skills in Maya, Photoshop and Unity combined with my education and experience in 3D modeling, texturing, game development and game design, I am convinced that I would be a valuable asset to the WWE Team.

I am impressed by 2K Games' accomplishment and leadership in video game industry, and I am also a big fan and gamer of *WWE 2K* series, *NBA 2K* series, *MAFIA III* and *Borderlands* series. My vivid imagination and proven ability to bring game concepts to life through art is a perfect match for 2K Games' amazing culture and genre. Additionally my cross-cultural exposure and fluency in English and Chinese taught me how to establish lasting professional relationships. I embrace change, seek out opportunities to learn, and focus on success.

I bring with me my passion for environment art creating, 3D modeling and texturing, and my experience in Unity game development at NYU Game Center. With a Multimedia undergraduate degree, a Master of Fine Art degree in Game Design and work experiences in the advertising industry, I developed strong insight of artistic vision, solid skills in Maya modeling and Unity C# programming, as well as problem-solving and team-work abilities. As a game artist and game developer, I was responsible for art assets creation, Unity C# programming and performance optimization for PC, console and mobile platforms. During my MFA program, I developed 3 solo games and 2 games in team projects, fully responsible for visual design, 3D game assets modeling, framework programming, game polishing and cross-platform optimization. I was responsible for 3D environment/character modeling and game assets creation in team project ([Rayha's Poem](#)). I also assisted NYU professors in classes and toured 28 NYU students on Unity, Maya and C# programming.

I am a quick learner and I work hard to get the job done while building strong relationships with all team members. The Environment Artist role is a perfect opportunity that would give me a chance to learn and grow with 2K Games, a company that I'm passionate about. I would love to further discuss how I could contribute my skills and experiences to the WWE Team at 2K Games. Thank you for your consideration and I look forward to speaking with you soon.

Sincerely,

Gordon Lee (Cunbo Li)

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