

Dear hiring manager,

I would like to be considered for the Model Artist role at Hasbro product development team. With my strong technical skills in Maya, Zbrush and game assets creation combined with my education and experience in game design, I am convinced that I would be a valuable asset to the team.

I am impressed by Hasbro's leadership and accomplishment in Toy and Game Development. My vivid imagination and proven ability to bring game concepts to life through art is a perfect match for Hasbro's amazing culture and genre. Same as other kids, Hasbro's toy and product filled up my childhood memory. 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 3D modeling, texturing and game design, and my experience in Unity development at NYU Game Center. With a Multimedia undergraduate degree, a Master of Fine Art in Game Design and work experiences as Flash Designer in the advertising industry, I developed strong insight of artistic vision, solid skills in 3D modeling, texturing and game design, as well as problem-solving and team-work abilities. As a 3D artist, I have deep understanding of 3D modeling pipeline, Unity game development and performance optimization. During my MFA program, I developed 3 solo games and 2 games in team projects, fully responsible for 3D modeling, game visual design and programming. I have also been working as teaching assistant that assisted NYU professors in classes and mentored 28 NYU students on Maya, Photoshop, Unity 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 Model Artist role is a perfect opportunity that would give me a chance to learn and grow with Hasbro, a company that I'm passionate about. I would love to further discuss how I could contribute my skills and experiences to the product development team at Hasbro. Thank you for your consideration and I look forward to speaking with you soon.

Sincerely,

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