Dear hiring manager,

I would like to be considered for the Technical Artist role at The Walt Disney. With my strong technical skills in Unity and Maya 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 art team.

I am impressed by Disney's accomplishments in film, TV series, show, music, entertainment, education and video game industry. As well as the leadership in content creating that filled up with the world-wide diversity. Same as other kids, Disney's films and characters went through my entire childhood and imprinted in my memory. Now, as a graduated MFA student from New York University Game Center, I would like to contribute my experience of game design and 3D skills to Disney, with my passion and love. My vivid imagination and proven ability to bring game concepts to life through art is a perfect match for Disney's amazing culture and genre. I was responsible for 3D modeling and game assets creation in team project (Rayha's Poem). 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 and texturing, and my experience in Unity game development at NYU Game Center. With a Multimedia undergraduate degree, a Master of Fine Art in Game Design and work experiences in the advertising industry, I developed strong insight of artistic vision, solid skills in Maya modeling, Zbrush sculpting, Substance Painter texturing and Unity C# programming, as well as problem-solving and team-work abilities. As a game developer and 3D artist, I was responsible for Unity C# programming, art assets creation 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 framework programming, visual design, 3D game assets modeling, game polishing and cross-platform optimization. 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 Technical Artist role is a perfect opportunity that would give me a chance to learn and grow with Disney, a company that I'm passionate about. I would love to further discuss how I could contribute my skills and experiences to the art team at Disney. Thank you for your consideration and I look forward to speaking with you soon.

Sincerely,
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