

Dear hiring manager,

I would like to be considered for the Associate Artist role at Disney Online. With my passion for the Disney brand, my 5 years of Maya modeling and Unity game development experience and my professional skills in Photoshop and Illustrator, I am convinced that I would be a valuable member to the art team.

I am impressed by Disney's accomplishments in video games, films, TV series and live shows. I have been a fan of Disney and Pixar's films and characters since childhood. From *Toy Story series*, *Monsters Inc.*, *Finding Nemo* to *The Incredibles*, Disney has defined the industry standard of creativity and storytelling. These cannot be achieved without the hard work of Disney's employees. With my passion and love for Disney and video games, I would love to join Disney and contribute my skills and experiences to the team.

I bring with me my professional skills in 2D/3D art design and solid game design experiences. With a Multimedia undergraduate degree, a Master of Fine Art in Game Design, and experiences in advertising and game design, I developed strong understanding of concept and production design, 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 video game teaching assistant at NYU, I have identified issues with gameplay and art assets and mentored 28 students on their video game projects.

I am a quick learner and I work hard to get the job done while building strong relationships with all team members. I would love to further discuss how I could contribute my skills and experiences to Disney Online. Thank you for your consideration and I look forward to speaking with you soon.

Sincerely,

Gordon Lee (Cunbo Li)

(602) 339-3487

[gordon.lee.6170@gmail.com](mailto:gordon.lee.6170@gmail.com)

[www.gordongame.com](http://www.gordongame.com)