

Dear hiring manager,

I would like to be considered for the 3D Artist role at Heavy Iron Studios. With my strong technical skills in Unity and Maya combined with my education and experience in 3D modeling, game development and game design, I am convinced that I would be a valuable asset to the art team.

I am impressed by Heavy Iron Studios' growth, accomplishment of game titles on different consoles, and games have gorgeous graphics, such as *Epic Mickey 2 - The Power of Two*. My vivid imagination and proven ability to bring game concepts to life through art is a perfect match for Heavy Iron Studios' 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 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 3D Artist role is a perfect opportunity that would give me a chance to learn and grow with Heavy Iron Studios, 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 Heavy Iron Studios. 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)