Dear hiring manager,

I would like to be considered for the Capture Artist role at Activision. With my strong technical skills in Adobe Creative Suite, Maya 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 Art Services team.

I am impressed by Activision’s accomplishments in the AAA video game industry especially the success of *Call of Duty* series. Activision is an industry leader that has defined the industry standard by releasing high quality video games every year, and introducing new game modes such as *Call of Duty Zombies* which changed the FPS genre extremely. These accomplishments cannot be achieved without the hard work of Activision’s employees. With my passion and love for *Call of Duty* series, I would love to join Activision and contribute my experiences and skills to the Art Services team.

I bring with me my passion for Activision and my Unity game development experiences, photographic eye and problem solving skills to Art Services team. 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 Capture Artist role is a perfect opportunity that would give me a chance to learn and capture aesthetical screenshots with team members at Activision, a company that I’m passionate about. I would love to further discuss how I could contribute my skills and experiences to the Art Services team at Activision. Thank you for your consideration and I look forward to speaking with you soon.

Sincerely,

Gordon Lee (Cunbo Li)

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