Dear staff of human resource at PlayQ,

I would like to be considered for the Senior Technical Artist role at PlayQ. With my game development, game design and 3D modeling experience, education and passion for video games, I am convinced that I would be a valuable asset to the art team and on delivering visual experience in high quality.

I’m deeply proud of PlayQ’s rapid growth and very interested in every game title that PlayQ has shipped to the market on mobile platforms. My cross-cultural exposure and fluency in English and Chinese taught me how to establish lasting professional relationships with people of different backgrounds, and create amazing product with East Asian culture. I embrace change, seek out opportunities to learn, and focus on success.

I bring with me my passion for 3D character/environment modeling and texturing, and my experience working directly on Unity game development at NYU Game Center. With a Multimedia undergraduate degree and a Master of Fine Art in Game Design, and previous working experience at advertising industry, I developed strong insight of artistic vision, solid skills in Maya modeling and Unity C# programming, and problem-solving skills and team-work abilities. As a game developer and 3D artist, I was responsible for Unity C# programming, art assets creating and performance optimizing to console and mobile platforms. Over the past two years in 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; assisted NYU professors in classes and toured 28 NYU students on Unity, Maya and C# programming during in the 2nd year MFA program.

I am a quick learner and I work hard to get the job done while building strong relationships with all colleagues in the team. Senior Technical Artist at PlayQ is not only a job opportunity, but also an opportunity gives me chance to learn, to improve and to let me grow rapidly as PlayQ did in recent years. I would love to further discuss how I could contribute my skills and experiences to the Technical Art Team at PlayQ. Thank you for your consideration and I look forward to speaking with you soon.

Sincerely,

Gordon Lee (Cunbo Li)

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