Dear hiring manager,

I would like to be considered for the Technical Artist role at Jam City ART & ANIMATION Team. With my strong technical skills in Unity, game assets creation 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 team.

I am impressed by Jam City’s leadership in mobile entertainment, and games for iconic brands, such as *Harry Potter: Hogwarts Mystery* and *Marvel Avengers Academy*. I am also a big fan of *Cookie Jam*. My vivid imagination and proven ability to bring game concepts to life through art is a perfect match for Jam City’s amazing culture and genre. 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 game design, assets creation, 3D modeling and texturing, and my experience in Unity 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 Unity development, C# programming, Photoshop, 3D modeling and texturing, as well as problem-solving and team-work abilities. As a game developer and game artist, I have deep understanding of Unity game assets pipeline and 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, game effects design, 3D game assets modeling, game polishing and cross-platform optimization. I also assisted NYU professors in classes and mentored 28 NYU students on Unity Photoshop, 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 Jam City, a company that I’m passionate about. I would love to further discuss how I could contribute my skills and experiences to the ART & ANIMATION Team at Jam City. Thank you for your consideration and I look forward to speaking with you soon.

Sincerely,

Gordon Lee (Cunbo Li)

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