Dear hiring manager,

I would like to be considered for the 2D Artist Intern role at TutoTOONS. With my strong professional skills in illustration and concept art combined my passion on creating mobile games with my education and experience in game development and game design, I am convinced that I would be a valuable asset to the team at TutoTOONS.

I am impressed by TutoTOONS’s accomplishment and leadership in mobile game design and publish, and game contents for kids. I would like to be an intern of artist team to create storyboards, concept art and game assets. And develop mobile games by using TutoTOONS game builder. I would love to contribute my skills and experience and develop myself by working at TutoTOONS. My vivid imagination and proven ability to bring game concepts to life through art is a perfect match for TutoTOONS’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 illustration, concept art game assets creation, and my experience in Unity game design 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, Flash animation, 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 development pipeline, game 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 2D art creating, 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 2D Artist Intern role is a perfect opportunity that would give me a chance to learn and grow with TutoTOONS, a company that I’m passionate about. I would love to further discuss how I could contribute my skills and experiences to the artist team at TutoTOONS. Thank you for your consideration and I look forward to speaking with you soon.

Sincerely,

Gordon Lee (Cunbo Li)

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