IVAN SHORIN

**3D ARTIST**

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GungHo Online Entertainment

Redondo Beach, CA

Subject: 3D Character Artist

Dear Hiring Manager,

I am writing to express my enthusiastic interest in the 3D Artist role at Gung Ho. As a dedicated 3D Artist with a solid portfolio in crafting captivating game characters and assets, I believe my skills and background align seamlessly with the exciting projects your studio undertakes. After immersing myself in the groundbreaking work of Gung Ho, I am confident in my ability to make a positive impact and enhance your creative team's capabilities. Currently, I am employed as a 3D/Level Artist at ROE GAMES in Moscow, where I've had the privilege of designing intricate in-game environments, such as islands with structures, railway segments, a lighthouse, and a railway station for titles like "Only Up." Prior to this, I held the position of 3D Artist at RTU IT LAB, where I honed my 3D asset creation and optimization skills.

During my first year of university, I also collaborated on projects for Electronic Arts as part of marketing campaign communications. If needed, I can provide a direct recommendation from EA, accessible via this link in the recommendations tab: LinkedIn Recommendation Link.

I am particularly excited about the opportunity to contribute to Gung Ho's remarkable projects, including Ninjala, RAGNAROK ORIGIN, and TEPPEN. These games have captured my imagination, and I am eager to apply my expertise to enhance their visual elements.

I would greatly appreciate the chance to discuss how my skills and experiences can benefit Gung Ho. I am available for an interview at your convenience, whether in person, over the phone, or via video conference.

Thank you for considering my application. I am eager to contribute to Gung Ho's future successes and look forward to the possibility of joining your team.

Warm regards,

Ivan Shorin

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