Radhika Sekhsaria

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Hello, I am Radhika Sekhsaria from Mumbai, India! I am a rising junior as a part of the Game Design program at Parsons School of Design. I am writing this letter to express my interest in the position of Content Design Intern for Dropbox, for the summer of 2023.

I am an appropriate candidate for the position as I am professionally trained in graphic design and digital art, through a rigorous 12-month diploma course. I developed expertise in Adobe software like Photoshop, Illustrator, InDesign, XD, After Effects, Substance Painter, and Designer. I have worked as a graphic designer for 5 design firms, where I created content for social media, indoor and outdoor advertising, e-commerce, UI/UX, printed matter, branding, packaging, and merchandise.

I used Adobe Photoshop to create retail advertisements for the leading coffee maker, Nescafé by Nestle. I used Adobe Illustrator to reimagine the packaging for Cetaphil, a household name for skincare. I used Adobe InDesign to make an interactive book, 'ARTastic India', which has sold over 10,000 copies on Amazon.

I am also professionally trained in 3D modeling and texturing, using 3Ds Max and Blender. I have experience with creating models for game assets like scrolls, swords, and treasure chests. Concept art using Photoshop was also used in the ideation and coloring of these objects. I also have creative experience in creating immersive environments in Unity and Unreal. In the winter of 2022, I interned at an asset creation studio in India, making underwater scenes for films and objects for car racing games.

I was a leading member of India's first high school Robotics team, where I was awarded the Dean's List Award for my leadership and mentorship. I trained a group of 10 students to be fluent in the use of Adobe Creative Suite. I used Adobe Premier Pro and After Effects with this team to create videos that won the most prestigious awards amongst 8,000 teams. I was trained to use AutoCAD for 100+ hours to create robots, parts, and mechanisms. Learning Digital Fabrication, I heavily used Rhino to take ahead 3D designs to the 3D printer and Laser Cutter.

I believe that the key to mastering the use of digital software comes only with continuous experience. With my vast experience, I know the inside and outside of the Adobe Creative Suite and 3D software such as 3Ds Max and Unity. With endless possibilities of creation, I have gained confidence in troubleshooting, working smart, and finding convenient solutions to innovation.

Thank you for your consideration.
Regards,
Radhika Sekhsaria.