



# TRAVIS MOORE

TECHNICAL ARTIST & UX/UI DESIGNER

thedevilswaffle@gmail.com

www.thedevilswaffle.com

1.425.908.9018

/thedevilswaffle



September 23<sup>rd</sup>, 2016

Dear Designer Hiring Manager:

My name is Travis Moore and I'm applying to for the designer position at Monolith Productions (WB Games). I have met several employees at Monolith over the last year, and after my conversations with them I believe I can fit well into the culture Monolith has fostered over the years. As a designer, I believe I can be strong contributor to the quality of games that Monolith strives to create and become an invaluable member of the team.

While I already have a BFA in graphic design, I am currently majoring in game design at DigiPen Institute of Technology and will graduate in the spring of 2017. I can not only bring my newly acquired knowledge and skills in game design from school, but also bring an outside perspective from my knowledge and experience as a graphic designer and web designer. Simply put, I love to design and apply my design process to all aspects of game design, no matter if it is art, gameplay, or systems design.

I've worked in small to large teams, with system designers, artists, and engineers to script and create components for games using industry standard tools in the Unity3D engine. I've also worked in a role of responsibility, being the person in charge of maintaining our team's repository and teaching others how to properly maintain our code base. In addition to working with a team, I have several solo projects which can show my ability to work in a self-directed manner. When it comes down to it, I can be as versatile as the situation allows, by either leading a team, working with the team, or working on my own.

I would love the opportunity to meet and discuss the design position with you and any other members of the team. I look forward to hearing back from you and answering any questions that you might have for me.

Thank you for your consideration,

Travis Moore