September 18th, 2023

Riot Games

Dear hiring team,
When I saw there was an open position for a Technical Art Manager, I was ecstatic! I started reading the job posting, and the more I read the bigger my smile got, realizing that I am a good candidate for this position and I should give it a shot.

Most of my career I've been a tech artist focused on characters. At first as a rigging artist, then tool developer, where I found a knack for pipeline and workflow development, which became my area of expertise. In that time I had the opportunity to manage, mentor and guide several teams of tech artists and animators. This experience taught me to listen and to pay close attention to my team's needs.

I would love to share my knowledge and leadership experience with the team, as we figure out together new ways of making our workflows and processes better, more efficient and scalable while making sure the whole team is growing, engaged and motivated to create the best game IPs players come to love.
I'm very passionate about family, learning, mentorship, programming, art and of course games! Besides my core skills, I also carry multidisciplinary skills, well suited for prototyping stages or quick fixes where necessary. I'm a problem solver at heart!

Riot, LoL specifically, has a special place in my heart. And what a motivator that is to have the opportunity to contribute at least a little in such a history making game along with other incredible projects happening, and create a great positive impact on those I'll have the honor to work with.
Looking forward to meeting the team and talking more about this unique opportunity.

Best regards,
Abraham Abdala