

# Jared Mason

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Dear Schell Games:

I am a junior at The Pennsylvania State University and will receive a Bachelor of Design in Digital Arts and Media Design. As a student, my work covers a wide array of mediums, but I am particularly interested in game and interactive media design. I am positive that the skills I developed make me an ideal candidate for this internship and I would love the chance to learn and grow.

After college I hope to enter the game design field. I find that games are the most effective way to engage and inspire an audience. In the past, I have created games using Unity3D, Processing, and Openframeworks. I am very familiar with Unity3D in particular, as I have worked with it for 5 years. I also know how to code in C#, Java, and C++. At my current job I create 360 VR tours using Unity3D.

I also have experience from the art side of video games. I have a large amount of experience creating 2D, vector style assets using Adobe Illustrator. I am also familiar with Blender, Autodesk Maya, and Substance Painter for creating 3D assets.

Thank you for your time and consideration. My portfolio is visible on my website at [jaredmason.art](http://jaredmason.art). Feel free to contact me at jxm874@psu.edu or 814-505-9606 should you need any further information.

Sincerely,

Jared Mason