

Dear Warner Golin Team,

I am writing about your Design Creative Graduate Internship position. I am a recent new media graduate, so I don't quite have industry experience, which I know may be against your interests. Though due to my stubborn nature, I don't want an opportunity to just pass me by. In New Media, I did not only polish my skills in graphic design, but I've done so with Motion Graphics, Video Editing/Production, Web Design and 3D design. Through this, I have knowledge in a wide variety of Adobe Creative Cloud Software.

I have a passion for emotive design and strive to give my projects unique flavor. In one of my most recent projects, Rock-Paper-Scissors: The Animation: The Game, I created graphics that gave the game a comedic edge. I directed animated scenes that were over-the-top for a subject matter like rock-paper-scissors. I recognized that the graphics to the game, and its story, should have a connection. They should influence each other, not be separate entities. The same logic applies for the brand. I want to apply my creative edge onto your company's projects and craft a cohesive, complete product.

This game that I designed was exhibited in a museum like setting during my senior year of college. I had to not only create the game, but conceptualize how it would be exhibited and be prepared for individuals to come in and play it. The game was a success during the exhibition and it powered up my passion for designing media that can bring joy to the world. It was my first time creating a game, so I had to teach myself on the spot. As a young employer, I have a malleable mind that will learn what is needed for success, and this game's creation serves as my proof of that.

Thank you for your consideration, and hope to hear from you soon.

Jonathan Dalton

jondalton.net