RALPH KIM

Technical Artist

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Electronic Arts, Inc.

To whom it may concern,

I sought out this Technical Artist position under the guidance of recruiter Julie Ghata, whom I was introduced by EA associate producer and faculty at Carnegie Mellon, Professor Tom Corbett. I believe that my wide range of skillsets, which I have gained from developing games and animation, and my love of games make me a great fit for this position.

Having worked as an artist, programmer, and technical artist over the course of my internships and research positions, I have an advanced understanding of industry standard packages like Maya and Unity. Combined with a strong fundamental grasp of computer science, I am capable of fluently communicating with both artists and engineers. Thanks to my breadth of skills, I have been responsible for creating tools that accelerate project workflow -- for example, a Python script that identifies duplicate meshes in a Maya scene.

Through my program at one of the most industrious universities in America, I have developed a strong work ethic and an avid desire to become stronger in my field. Due to this, I am particularly drawn to the fast-paced world of game development and the professional environment of a highly-esteemed company like EA.

At a personal level, I can testify my passion for video games with the thousands of hours I have spent playing them -- many of them in the FIFA titles, and many more in the anachronistic games of the 3DO. This is why I am especially excited by the prospect of working for EA.

My portfolio can be found on my website linked at the top. I hope you will find me a qualified candidate. Thank you very much for your time.

Sincerely,

Ralph (Junghyun) Kim