

Jordan Smith

January 16, 2026

Acme Corporation

RE: 3d Artist

Dear Hiring Manager,

I am excited to apply for the 3D Artist position at Acme Corporation, as advertised on your careers page. With a passion for creating immersive visual experiences and over five years of professional experience in the gaming industry, I am eager to contribute my skills and creativity to your talented team. Acme Corporation's commitment to innovation and excellence in game design aligns perfectly with my career aspirations and values.

In my previous role at Pixel Dreams Studio, I successfully led a team of artists in developing assets for a critically acclaimed RPG, where my contributions included designing realistic character models and environments that enhanced gameplay and narrative immersion. One of my key achievements was creating a modular asset system that allowed for greater flexibility and efficiency in level design, resulting in a 30% reduction in asset production time. Additionally, I was recognized for my work on a promotional trailer, where I implemented advanced rendering techniques that significantly improved visual fidelity, earning the project a nomination for Best Visual Effects at the Indie Game Awards.

I am particularly drawn to this position at Acme Corporation because of your team's collaborative environment and the innovative projects you undertake. I am eager to bring my experience in 3D modeling and animation, as well as my proficiency in industry-standard software such as Maya and Blender, to help create stunning visuals that resonate with players. I am confident that my artistic vision and technical expertise will make a valuable addition to your team.

I would love the opportunity to discuss how my background, skills, and enthusiasms align with the goals of Acme Corporation. Thank you for considering my application. I look forward to the possibility of contributing to your projects and hope to speak with you soon.

Sincerely,

Jordan Smith