

Dear Hiring Manager,

Thank you for taking the time to review my skills and qualifications. I am very interested in becoming part of your team as a 3D Artist. I have a great passion for traditional art, online gaming and 3-D animation, specifically with creating textures and character/prop element modeling. In the past I have worked as a 3D Artist at various game studios. Currently I work as a Technical Designer in the automotive industry where I continue to gain important experience that will help me to be of value to your company.

Enclosed is my current resume for your review and action. Below is a web address to my online portfolio that contains my demo reel, links to letters of recommendation and other samples of my work. As an artist you will find that I already have 3 years of experience and credit on multiple shipped AAA titles (DCUO, Halo 4, Playstation All-Stars: Battle Royale, Disney Infinity 2.0 & Halo 5), strong teamwork skills, and the ability to creatively adapt to difficult conditions with little direction. I am easy going, thorough, reliable and experienced with working in teams. Thank you again for taking time to review my qualifications and skills. I would like to put my skills to work for your company and would appreciate the opportunity to discuss my qualifications further.

I am certainly aware that the competition for positions is intense, but I am sure that when you choose to see me for an interview, you will consider it time well spent. I look forward to meeting with you soon so that you may get to know me better.

Sincerely,

Jared Brunner

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3-D Artist

Creation is my passion.

Skills

- Autodesk Maya
 - ZBrush
 - Quixel Suite
 - 3D Coat
 - UV layout
 - xNormal
 - Adobe Photoshop
 - InVision
 - Unreal Editor Engine
 - Unity Engine
 - Knald
 - Autodesk Motion Builder
 - PyMEL
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Experience

- Karma Automotive:** Technical Artist/Designer UI/UX
• Create and optimize automotive instrument cluster & infotainment software. 2017 - Present
- 3D Modeling Instructor:** University of Utah
• Instruct undergrad students from various disciplines proper modeling techniques in Maya. 2017
- Rockwell Collins:** 3D Technical Artist/Research Assistant
• Create UI assets for flight navigation (King Air Fusion 350) training simulation software.
• Create various special VFX for training simulations.
• Create 3D aircraft, ground vehicles and maritime (sea vehicles). 2016 – 2017
- 343 Industries:** 3D Asset Wrangler
• Create and implement character armor, weapon and vehicle variations into the game engine.
• Apply existing and create new shaders to game assets.
• Ensure that the quality of assets from outsourcing is up to 343 standards.
• Shipped **AAA** title **Halo 5**. 2014 – 2015
- Disney Interactive:** FX Artist
• Create Disney stylistic special effects for Disney Infinity 2.0.
• Create and implement FX for in game cinematics and toybox assets.
• Shipped **AAA** title **Disney Infinity 2.0**. 2014 - 2014
- LDS Motion Picture Studios:** 3D Artist (remote)
• Create photo realistic 3D content for multiple unannounced mobile titles. 2013 – 2015
- Bluepoint Games:** 3D Artist
• Create 3D content and aesthetic bug fixing as needed.
• Character & Environment assets wrangler.
• Shipped **AAA** title **Playstation All-Stars - Battle Royale**. 2012 – 2013
- Certain Affinity:** Jr Technical Artist
• Build static & animated asset prototypes for various game modes prototypes.
• Supported the Forge Environment Artist team in model and texture of new set pieces.
• Shipped **AAA** title **Halo 4** (multiplayer maps). 2011 - 2012
- Sony Online Entertainment:** 3D Artist
• Rig & skin NPC characters and import them into the game.
• Environment, texture, prop, character, character gear & general assets wrangler for DCUO.
• Shipped **AAA MMO** title **DC Universe Online**. 2009 - 2011
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Education

- Masters in Entertainment Arts and Engineering • University of Utah, Salt Lake City, UT. 2017
Bachelors of Fine Arts in Animation • Brigham Young University, Provo, UT. 2010