

JESICA RIOS

3D ARTIST

March 7th, 2025

Millions of Monsters
Austin, TX

Dear Hiring Manager,

I am writing to express my interest in the position of 3D Environment Artist at Millions of Monsters. As a committed professional in game design, I am eager to contribute to your innovative projects.

My expertise encompasses the development of stylized maps, props, and environments, which closely aligns with the requirements of this position. In my previous roles, I have collaborated effectively with cross-functional teams to produce high-quality assets. I possess proficiency in industry-standard software, including ZBrush, Maya, Unreal Engine, and Unity. Additionally, I have developed skills in various texture mapping techniques, including normals and hand painting, allowing me to consistently deliver results within established timelines. Evidence of my work can be found on my ArtStation, where I have showcased projects that highlight my ability to create hand-painted, game-ready props.

I am particularly motivated by Millions of Monsters' mission to create games that inspire both players and creators. Your inaugural cross-platform PvP strategy game has captured my interest, and I welcome the opportunity to contribute to this initiative and future projects.

Moreover, I value continuous learning and collaboration within a creative environment, which I believe aligns with the culture of your organization.

Thank you for considering my application. I look forward to the opportunity to discuss my qualifications further and explore how I may contribute to the success of Millions of Monsters.

Best regards,

A stylized, handwritten signature in black ink that reads "Jessica Rios". The signature is fluid and cursive, with the first name "Jessica" written above the last name "Rios".

Jesica Maria Rios Orrantia