

# Meg Villanueva

## 3D Animator

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Insomniac Games  
2255 N Ontario St., Burbank, CA 91504

October 27th, 2024

Dear Insomniac Recruiting,

I am applying for the Summer Animation Intern position at Insomniac Games in Burbank, CA.

Being able to intern at Insomniac Games would not only mean being able to participate in a studio with an extremely high quality of work for game animation, but would also mean being able to inspire a new generation of creatives. For example, Ratchet and Clank: Rift Apart is appealing due to the amazing acting moments that are filled with subtle movements, cinematography that allows the characters to feel close despite being far in proximity, and smooth polished animation. In the scenes between Ratchet and Rivet, the holds have subtle acting with the eyes that begin their thought process and then the body usually follows. This is further heightened by the inclusion of acting beats in the game separate from the cinematic animations. When you go to shops in the game and dialogue is happening, the inclusion of a natural pause to the conversation only for it to resume afterwards makes it feel much more realistic and seems like an actual discussion between people. I would love to participate in the process that animates and brings these characters to life!

I would be a fantastic asset to the Insomniac Games animation team because I'm able to create **high quality character animation cycles and cinematics within a timely manner**. The death cycle, walk cycle, and cinematic were created within a strict time frame and were submitted prior to the due date to receive feedback and implement it before the final submission. It's important to me that my animations are at the absolute highest quality I can manage, and to do that, being proactive and constantly searching for feedback is required and infinitely valuable to me. For these assignments, I began by creating real life references and using that loosely for my animations. I usually work in a layered method, starting with the feet and then work my way up the character (feet, root, chest, head, etc). Then, I'll go in and push the timing in the graph editor while also ensuring the infinity loop is clean with no apparent pops in the animation. After receiving critiques, I ensure all feedback is implemented into my animation and then polish. I'm responsible and always guarantee I get assignments in on time while including the feedback from my peers.

Additionally, I'm excellent at **collaborating with others**, especially in terms of **receiving and applying feedback** to my work. At my current workplace, Chic-Fil-A, there's a multitude of collaboration that's required. Since we operate a location with a drive through, we constantly have to be watching the line and determining when we need to speed up or slow down in terms of how much we cook. Ideally, we waste as little food as possible, and to do so, are constantly updating each kitchen department on what food we're missing for an order or what we need to cook more of. This constant stream of collaboration and feedback is required to maintain fast and reliable service.

Aiming to create high quality animations, my ability to stick to a schedule, and my willingness to provide and receive feedback makes me an incredible candidate for the Summer Animation Intern position at Insomniac Games. I'm eager and looking forward to hearing your response. Thank you for your time and consideration.

Sincerely,  
Meg Villanueva

