

# Nathan Garcia

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Insomniac Games, Burbank, CA. November 1, 2024

Dear Insomniac Recruiting,

I am Applying for the 2025 Summer Animation Intern position at Insomniac Games in Burbank, CA. Where I will be animating in-game characters, props, cinematics, as well as troubleshooting bugs using Maya.

Being an intern at Insomniac Games, which is a studio renowned for creating highly detailed action-adventure games that tell masterful stories and sets the standard for high quality video games. Games such as Spiderman 2 draw in audiences of all ages due to the complex yet easy to understand gameplay, deep and rich storytelling, and beautiful graphics, animation, modelling, and polish. One of my favorite animations in Spiderman 2 is Miles Morales' Venom Punch, the level of squash and stretch whilst still maintaining strong curves and keeping the silhouette readable in the short amount of frames is amazing. Especially since this is a move that is likely used liberally by many players, this makes this animation that much more impressive and inspiring to see in action time and time again, which is just one of the many high quality animations this game offers..

I would be an excellent asset to the Insomniac animation team because of my ability to create gameplay animations that are readable from any angle, My walk cycle is an example of being able to create gameplay animations that can loop and remain readable from any angle. I would start by looking or shooting reference and begin to analyze the piece thoroughly, taking note of as many acting choices as possible, I would then begin to block out the animation, getting feedback from other animators and those above me, and adjust my work accordingly, and if there were any notes given that I did not understand, I would quickly inquire for clarity, once ensuring that all received notes were understood, I would begin to spine everything out, getting more feedback before finishing with polish. All of this would be done in a timely manner, where I would not sacrifice the quality of the animation in order to meet deadlines, instead looking at what about my piece needed the most work and directing my attention to fixing those issues rapidly

My hunger to improve, create high quality animations, ability to focus, give and receive feedback, and love and passion for this artform makes me a great candidate for the 2025 Summer Animation Internship position as Insomniac Games. I cannot wait to hear your response, and I truly thank you for taking some time out of your day to read this.

Best regards,

Nathan Garcia