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Julian Gamez

Insomniac Games
3D Animation internship
Burbank California

Dear Insomniac Games

I'm applying for the Insomniac Games 3D Animation internship in Burbank California Remotely if possible.

Seeing the making of Ratchet and Clank of the cartoony style is something I want to do for not only your company but any company in general. From the cinematics of the cutscenes, smoothness of animation, and the story of how it came to be is something that makes me think I wish I could do that

The kind of skills I have are that I work in Maya of either gameplay or cinematics, I work in motion capture and know the basic skills of how to clean up the animation, and I know the very basic skills of how to use motion builder. For an example I started with my Gameplay setup with the Bat Sniper and her gun, first I shot reference of me and held a prop for me to imagine how she would hold it. Next, I did the block ins, spline, polish, to make sure it felt smooth and realistic as I possibly could make it. Finally, I put all of it into unreal engine to see if I were to put this into an actual game it would feel like a real character

Getting a shot at insomniac would be great opportunity for me and I would be happy to work for this company.

Sincerely,
Julian Gamez

