

Roberto Garcia
3D Animator

Insomniac Games
United States Burbank CA

10/28/2024

Dear Insomniac Games Recruiter,

I am applying for the Animation Intern - Undergraduate position at Insomniac Games in the United States, Burbank, CA.

When people talk about controversial game studios, there's a good reason Insomniac Games is never ever mentioned. Insomniac prides itself in its reputation as a game studio, setting the industry standard for how games should be created. Insomniac consistently creates high quality, enjoyable, and memorable games that not only perform well in sales but push forward the game industry as a whole, constantly innovating and proving to the public that videogames are art. I've seen many playthroughs of titles such as the Spiderman games and Ratchet and Clank, and the animation for both those games has both impressed and inspired me. I would be honored to contribute to Insomniac's legacy.

I will be a great asset to the team. I work fast under deadlines and creativity is my passion. Several of my animations such as my idle, walk, and run cycles were completed long before they were due with days worth of time to spare. I can do just about anything from cycles, to cinematics, to editing mocap data. I am always aiming to keep improving my work and above all else bringing the director's creative vision to life. I am extremely good at taking criticism, It's not personal, it's just how the industry works. I hope to bring a positive vibe to the workplace and stay committed and focused on work.

I am an extremely approachable person, I will never talk back to higher-ups or harass other coworkers, and I will never complain about working with other employees. I have participated in several group assignments with my classmates, where I have either contributed respectfully, or taken charge in leading the team. I hope to set a standard for well behaved employees. I have no problem with helping others, and should someone else approach me, I have no issue communing with them and working as a team. I am not afraid to pitch my own ideas when it is appropriate.

Insomniac Games is a great studio that makes great games. My goal is to uphold the gold standard this studio has set, by following the rules and bringing my unique ideas to the table when the time calls for it. I will treat everyone with the respect they deserve. I await your response, and thank you for dedicating this brief moment in time to consider my application.

Sincerely,
Roberto Garcia