
Sofia Almanza

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2nd February 2025

Pete Johnson

Senior recruiter, Electronic Arts
Kirkland, Washington, USA

Dear Mr. Johnson,

As a lifelong fan of many EA games, I am so exhilarated to see that there was a posting for an internship for a character artist. I am confident that I can help with your upcoming projects. I have experience in the 3D character pipeline from making complex and stylized characters, creating characters using both PBR and hand painted textures.

I've been a fan of EA games ever since the creation of the Sims 3, I always loved to be able to create my own characters and style them in different fashion styles and interact with each other. As I grew up and my interest in different genres of games broadened, my favorite project will always be Deadspace: the story building, the level of details in the characters, even the small ones that may not be noticeable at first, is what drew me in. When the game was remade, the love and attention was still there. Even now with the release of the project It Takes Two, it blew me away. The stylized PBR of the characters made their designs pop so much, the small strands of the yarn in the mom's doll, the straw coming out of the dad's doll, the visible stitches and seams elevating the character's design. I have experience in stylized PBR for many of the characters I've sculpted using Substance but I also have knowledge on hand painted textures and you can elevate the character's hand painted textures by using PBR to add more details. Some of the character's I've exported have been implemented into the Unreal Engine 5 for rendering and integration for gameplay purposes.

I would love to welcome the chance on a further discussion on how my experiences and skills I've learned during my college years can help create and grow the gamers love and adore to the next level

Sincerely,

Sofia Almanza
