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February 19, 2025

Hiring Manager  
Cold Symmetry

Dear Cold Symmetry team,

I'm writing to you to apply for the remote Character Animator position at Cold Symmetry. After reviewing the internship on the Work With Indies website it looks like an exciting opportunity that aligns well with my experience and studies at the University of the Incarnate Word.

I'm currently pursuing my Bachelor's degree in 3D Animation and Game Design with a concentration in Animation. I have experience exporting animations from Maya and importing them into engines like Unreal and Unity. My program's curriculum is very game-focused, so I also have experience working in MotionBuilder and Maya to clean up and edit mocap data.

In my junior year at university, our class participated in a game jam where we broke off into smaller groups to create a game in a week. It taught me a lot about collaboration, organization, and time management. It was great to work closely with a group of my peers. My responsibilities included animating and rigging the character I received from the modelers as well as exporting my work to implement in-engine. I enjoyed the project a lot and am so proud of the work we were able to produce together.

In my senior year, one of our projects for our thesis was a game done entirely in mocap. Another student recorded reference and motion capture data and then from there I cleaned up the animation and implemented it in-engine. I periodically received feedback from my professor on my work.

I'm looking forward to hearing from you with more information about the position. Thank you so much for your time and consideration!

Sincerely,  
Cate Wisniewski