

# MIKAEL SANTIAGO

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## 3D ENVIRONMENT AND PROP ARTIST



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### **Raven Software**

8496 Greenway Blvd, Middleton, WI 53562

2/20/25

Dear Sara Shoys,

I am applying for the Junior Environment Artist position at Raven Software in Middleton, Wisconsin.

Raven Software has always pioneered the industry with their unique and diverse visuals which continue to inspire developers worldwide. Being a 3D Environment Artist at Raven Software would mean being a leader and mentor that sets the highest standard for Video Games and Entertainment. Call of Duty has been a long running franchise that appeals to all ages due to the memorable characters, environments, stories, cinematography weapon, and so much more. With each piece meticulously crafted you can clearly define the love and care the developers have not only for their craft, but also their love for the company they work for. The Recreation of the Notre Dame Cathedral in Call of Duty WWII and the construction of Capitol Station in Black Ops 6 are iconic locations that highlight some of the finest works that the game industry has ever offered. I would love to be a part of this process that brings these environments to life for the video game audience.

I would be an excellent asset to the Raven Software team because I can craft realistic environment art and visual narrative pieces that ensure an authentic experience for the audience. The 1500's Tudor chest and other art pieces within my portfolio represent the well-crafted thought and care produced throughout each piece I develop. I use real world reference to ensure each imperfection is as defined as possible, from here I use Maxon Zbrush to sculpt each detail, Autodesk Maya to refine the High Poly piece into a Low poly model, Marmoset Toolbag to bake the pieces together, Substance Painter to perfect the textures, and finally use Unreal Engine to present the final piece. I know how to use the developing techniques of the industry to finish artwork without sacrificing quality.

I am always looking to grow as an environment artist, and I am incredibly open to collaboration and giving and receiving constructive criticism. I am currently a student at the University of the Incarnate Word in San Antonio, Texas earning my accelerated Bachelors to master's degree in 3D Environmental Arts. The feedback and collaboration have helped me develop a stronger portfolio that highlights my interests and love for the industry.

Striving for high quality pieces, my ability to focus on detail, and willingness to receive and provide feedback makes me a great candidate for the Junior Environment position at Raven Software. I look forward to hearing your response. Thank you for your time and consideration.

- Sincerely,  
Mikael Santiago

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