

JADEN N. MEDINA

3D ANIMATOR

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Blizzard Entertainment
1 Blizzard Way
Irvine, CA 92618

Dear Blizzard Entertainment,

I am writing to express my enthusiasm for the Gameplay Animator position at your studio. Blizzard's mission in promoting experiences that inspire gamers to overcome obstacles, to become leaders and take initiative in supporting the less fortunate through a noble cause, is something that I am looking for. Transporting others into a versatile gaming community and defining the beauty of animation and gameplay to push it to its great potential.

Blizzard Entertainment, from Best Selling games like *World of Warcraft*, *God of War*, *Overwatch*, and *many more*, have inspired me to think like a storyteller. Pursuant to this objective, I have enclosed a link to my demo reel and my example work in my resume, which outlines some of my qualifications as an animation senior student. For example, a school assignment that excited me junior year, was when my professor had assigned the class a dialogue animation for our demo reel project. Ultimately, I decided to use a gargoyle and choose a villain monologue from Marvel Netflix, *Daredevil*. I spent countless hours working on it from shooting references to understanding Maya software, polishing it to the best of my ability and looking over it several times. Once I presented it, a feeling of excitement overwhelmed me when my teacher and peers viewed it. Working on this dark monarch portrayal was a blast and most of all, it made me feel like a real animator.

I have been an avid viewer of cartoons and games since I was a child and love working in teams. My passion for creativity, motivation to work, commitment to excellence, willingness to learn, and discipline towards work performed are attributes that align with the company's core values. My resolute desire to take the initiative and offer high-quality work will prove beneficial to your organization. As I enjoy motivating players into becoming great achievers through games and animation and assisting the less fortunate in new ways to give back, I would be a great fit for your animation program.

Overall, animation and games have allowed me to invest in a world of possibilities and has helped turn me into the person I am today. It would be an amazing opportunity to join the Blizzard Entertainment team and help create a world where being unique is being Awesome. Thank you for your time and consideration. I hope to hear from you soon.

Sincerely,
Jaden Medina

Team Name:

Unannounced Project

Job Title:

Gameplay Animator - Unannounced Game | Irvine, CA

Requisition ID:

R024840

Job Description:

At Blizzard, we craft genre-defining games and legendary worlds for all to share. Through unparalleled creativity and storytelling, we create immersive universes and iconic characters that are beloved across platforms, borders, backgrounds, and generations - only made possible by building a work environment that nurtures the artistry of game development and unleashes the aspirations of our people.

As an Animator, you'll be animating a diverse range of compelling characters and creatures that support an engaging, dynamic, and satisfying gameplay experience. You'll be working with other artists, designers, and engineers to collaborate on creatively complex assignments to develop an inspiring creative vision, animation style, and production pipeline for this new Blizzard game. Ultimately, you're combining inspiring art with great gameplay while actively communicating and thriving on a small team.

This role is anticipated to be a hybrid work position, with some work on-site and some work-from-home. The home studio for this role is Irvine, CA.

Responsibilities

Partner with the animation team to help develop a unique animation style and visual direction for the project.

- Collaborate with designers, tech artists, and engineers to integrate the animation assets into the engine, and identify and troubleshoot any technical issues that might arise.
- Partner with engineers and tech artists to help support and develop an effective animation pipeline for prototyping and a rapid iteration mindset for game development.

Requirements

- Strong understanding of the principles of animation and body mechanics.
- Experience animating characters and creatures in Maya (or equivalent 3D programs).
- Strong understanding of human and creature anatomy and a keen eye toward creatively representing their movements in believable ways.
- Experience with creating animation blend trees; previous experience with node-based animation editors.

Extra Points

- Professional experience working on AAA games for major platforms.
- Experience with prototype/quick iteration environments.
- Experience working with motion capture.
- Experience with basic modeling and rigging.