

My name is Aleah Brown, and I am writing to express my interest in working as a 3D Artist at your esteemed company. I graduated from the Savannah College of Art and Design in 2022, earning a B.F.A in Technical Animation and a minor in Graphic Design making me the perfect candidate for this open position. Ever since adolescence, I've harbored a profound passion for design and video games, reveling in immersive, interactive environments that evoke a sense of real-world existence. The meticulous detail that artists imbue into the smallest props has always fascinated me.

Throughout my career I've honed my leadership, teamwork and masterful proficiency in technical programs such as Unity, Unreal Engine 4, Maya, Zbrush, and Substance Painter. I am eager to continually expand my skill set and am confident that my background aligns perfectly with your team's requirements, ensuring that I will be a valuable asset.

My strongest skills are teamwork, communication, and organization. These were pivotal during my art internship at Grove Street Games, where I contributed to the development of "Ark: Dinosaur Discovery" and "ARK: Survival Evolved" for the Nintendo Switch. This experience allowed me to grow as an artist, rapidly acquiring expertise in Unreal Engine 4, which was previously unfamiliar to me. My ability to quickly learn and adapt enabled me to effectively troubleshoot and resolve bugs. Furthermore, my organizational and communication skills were essential in mastering tools such as SVN and Jira, which I used to track tasks, files, and art bugs. One of my primary responsibilities during the internship was integrating text and images into custom widgets to create in-engine books. My team and I repurposed ARK dossier art to enhance the book pages, creatively working within the constraints of limited image slots. The collaboration and innovation required in this project underscored my ability to produce high-quality work with limited resources.

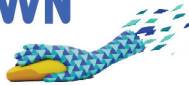
Additionally, my role as a Summer STEM camp instructor and program leader further developed my organizational and communication skills. I successfully applied for and received grants to fund the camps, supervised assistants, and prepared budgets and lesson plans. Teaching students coding software like MIT Scratch and Kodu, I monitored their progress and completed comprehensive final reports for the National Center for Women & Information Technology and the American Association of University Women.

The innovative potential of video games has always impressed me, both technically and artistically. Gaming offers a unique platform for people of all ages and backgrounds to connect and share experiences. My ambition is to create stylized environments and props that enhance the gaming experience, making it enjoyable and visually captivating. I would be thrilled to discuss how my skills and experiences align with your needs and how I can contribute to your team of talented artists.

Thank you for considering my application. I look forward to the opportunity to interview with you.

Warm Regards,

Aleah Brown



### Work History

#### Freelance Art Lead (Unannounced Project)

WACADS Group Inc | Remote  
May 2024 – September 2024

- ❖ Creating high-quality, stylized 3D models and textures for game environments
- ❖ Organizing and delegating tasks, ensuring efficient workflow and timely delivery of assets
- ❖ Delivering polished and optimized environment assets to client, maintaining a consistent and artistic vision

#### Elementary School Art Teacher

Richmond County Schools | Augusta, Georgia  
August 2023 – May 2024

- ❖ Wrote and carried out lesson plans to introduce art subjects for grades K-5, fostering creativity and artistic skills in young students

#### Art Intern

Grove Street Games | Gainesville, Florida  
August – December 2022

- ❖ Shipped Dino Discovery and Ark Survival Evolved on Nintendo Switch in UE4
- ❖ Repurposed Ark Dossier art and created original assets for use in book pages for Dino Discovery
- ❖ Placed assets and dinosaurs for Dino Discovery, ensuring a cohesive and immersive environment
- ❖ Fixed various art related bugs in Ark Survival Evolved and Dino Discovery, enhancing game quality
- ❖ Participated in QA testing for Dino Discovery, identifying and resolving issues to improve gameplay

#### Environment Prop Artist and Producer for Senior Film “The Battle”

SCAD Senior Film | Savannah, GA  
Fall 2021 – Spring 2022

- ❖ Modeled and textured in the arena environment for the film
- ❖ Organized meetings and delegated tasks as producer

#### Environment Prop Artist (Volunteer)

Pirates Online | Remote  
Spring 2021 – Fall 2021

- ❖ Modeled and textured various assets
- ❖ Collaborated with a remote team, exhibiting effective communication and teamwork skills

#### Environment Artist for “Buzzing Around Savannah” – Student Film

SCAD Collaborative Film | SCAD Online  
Spring 2021

- ❖ Modeled street buildings and modular assets for the film

#### Program Leader (Girls Innovate It-MIT Scratch Animation)

Innovate for Good-NCWIT Aspirations | Appalachian State College

Summer 2018 - 2019

- ❖ Wrote and was awarded a \$3k Grant from Aspire-IT to lead a one-week residential camp program
- ❖ Taught the MIT-Scratch program (animation and coding) to Middle School girls exposing them to technology

### Education

B.F.A in Animation - Technical Animation  
Concentration & Graphic Design Minor

Savannah College of Art and Design | 2018- 2022

### Skills

Software - Maya, Zbrush, Substance Painter, Adobe Suite, Unreal Engine 4

Technical Skills - Modeling, Lighting, UV-ing, Texture Painting, Basic Video Editing

Soft Skills - Time Management, Organization

### Awards and Achievements

Multi Quarter SCAD Dean's List

SCAD Achievement Scholarship

NCWIT Aspirations Award 2017 & 2018

Girls World Expo Girl of Merit Award – 2017