

Job Request dated from 06/27/2023

3D artist specialized on Props, Enviroments un Character design

Name: Alexandros Papatrechas
Age: 22
Residence : 22085 Hamburg
Highest level degree/certificate: Game Design Bachelor



Contact

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Description

Type of employment: Full-time
Entry date: immediately
Place of work: 3D Artist Props, Enviromens and Characters

Dear Game Studios,

My name is Alexandros Papatrechas, and I have completed my Bachelor's degree in Game Design over the past three years, first in Munich and later in Bradford.

As a 3D artist, I specialize in props, environments, and characters. I have a passionate enthusiasm for video games and engaging game design. My skills and experience encompass creating high-quality 3D models, texturing, and working with various tools and software, including Blender and the Unreal Engine.

During my studies, I had the opportunity to collaborate on different projects, where I could apply my creative thinking and technical skills. This allowed me to learn to work effectively in teams, embrace creative challenges, and adapt flexibly to various requirements.

I am motivated to work in a professional environment that allows me to put my passion for video games into practice and continue to grow. I am ready to contribute my skills and knowledge to the successful development and implementation of impressive games.

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I would be thrilled to become part of your team and contribute to creating innovative and captivating gaming experiences. I am happy to provide you with my portfolio, where you can have a closer look at my work.

Thank you for your time and consideration. I am available for further information and a personal interview.

Best regards,

Alexandros Papatrechas

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