MEMO

TO: Professor Ellis

FROM: Aaron Feng

DATE: 2/17/2015

SUBJECT:

Job Application Research

ENVIRONMENT ARTIST

Avalanche Studios

Company Background:

Avalanche Studios is a company famous for its AAA developer that is responsible for creative open world's game like "Just Cause 2" and "Mad Max". Avalanche Studios was first originally founded in Stockholm, Sweden March 2003 by Christofer Sundberg, Lunus and Viktor Blomberg. Then later on open up in New York.

Job Listing: NEW YORK

Avalanche Studios

536 Broadway

New York, NY 10012

+1 212 993 6447

Description of Position:

Environment Artist for Avalanche Studios, the Position of the job is to work with other level or (game environment) to create a structures that will be supported by the missions and game world. Also to be able to start from mockups of the model and finally creating texturing to the final placement in the environment. Not the mention environment animations and fully functionality environment for next generation platforms.

Required qualifications

Experience from working on an open world game or equal

At least two years' experience from working on a published AAA title

Excellent modelling and texturing skills.

Maya and Photoshop are required.

Strong documented artistic skills

A great sense of technical excellence, functionality and problem-solving

Strong communication skills and ability to work in a team

Passion for playing and making games

Desired qualifications

Ability to communicate an artistic vision

Some understanding of level design and game mechanics

LINK: http://avalanchestudios.com/careers/6A6E3CA568E249F98290A1AE5FBDB43B/

MY PREPARENESS FOR THIS JOB:

The listing requirements for qualifications Is to have experience from working on an open world game. Two years of experience in publishing an AAA title and Maya software. To prepare myself I must first seek for internship list for open world game and stay for two years, which most gaming career basic requirements. It also ask for Maya and Photoshop software experiences which I will fully learn by the time I graduate from City Tech.

Work Cited:

http://avalanchestudios.com/careers/6A6E3CA568E249F98290A1AE5FBDB43B/

http://avalanchestudios.com/

http://en.wikipedia.org/wiki/Avalanche_Studios

https://www.linkedin.com/jobs2/view/11769398