



Arthur Portillo

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Niantic
Seattle, Washington, United States

Dear Hiring Committee,

Please find attached my resume for the Technical Artist position at Niantic/Pokémon GO. I am an extremely passionate game designer currently working on independent projects with professors. I believe that after looking at my portfolio, you will find what you are looking for. Working in the Pokémon world would be the opportunity of a lifetime.

I have been working in Unreal Engine/Blender 5 for over 2 years now as a student and passionate learner as well as through independent projects. I have consistently been working on textures and models to create different styles. I have created mini animations from start to finish to develop short clips. Working with a big group I learned to work in a fast pace and communicate between groups effectively and efficiently. Retail was an environment where I was constantly communicating between giving a consumer my full attention while also communicating with front of house and back of house.

I believe that my experience of creating my own level in Unreal as well as creating my own mini animation, I am ready to try to work in a bigger environment. Since its launch back in 2016, I have been playing Pokémon GO and it's give me a new appreciation for the Pokémon franchise. I think that Niantic will be a great fit for me.

Best,

Arthur Portillo