**Robert Smith**

**VFX Artist**

**1737 Marshville Road, Alabama, (123)-456-7899, info@qwikresume.com www.qwikresume.com**

[Today’s Date]

[341 Company Address]  
[Company City, State xxxxx]  
[(xxx) xxx-xxxx]  
[hiring.manager@gmail.com]

Dear [Mr./Mrs./Ms.] [Hiring Manager’s Name],

As a long-time fan of your company, and with my passion for visual effects, I was elated to see your opening for the VFX artist role. I have strong background and experience in visual media, design, and animation. These combined with my educational background, and recent work experience in \*\*\* would help me to take up the VFX Artist role of your company, and contribute to the success of the firm's goals.

Highlights of my accomplishments as a VFX Artist include:

* 10 years of experience in delivering unique, innovative, and creative visual media and designs to several corporates as well as for films.
* Expertise in operating camera, drone, jib, go pro, microphones, etc.
* Knowledge in setting up lighting and other accessories required for the shoot.
* Worked with various subjects and in numerous locations.
* Knowledge in troubleshooting editing software and other relevant locations.
* Attended and gave speeches in many webinars on VFX.
* Worked on projects with well-known clients such as \*\*\*\*, \*\*\*\*\*, \*\*\*\*\*
* Was awarded as the Best VFX Artist of the year \*\*\*\* at \*\*\*\*\* by \*\*\*\*\*.
* Knowledge and expertise in working extensively in the post-production team.
* Collaborated and worked as a team with graphic designers and the camera team.

As a VFX Artist at \*\*\*, I enjoyed dealing with movies of varied genres and budgets. My client satisfaction record and the ability to create unique visual effects based on the pitch will enable me to become an ideal candidate for this role.

If my skills match your requirements, please contact me at ( ) or mail me at ( ) to schedule a meeting. I look forward to learning more about the VFX Artist post.

Thank you for your consideration.

Sincerely,

[Your Name]