

December 2nd 2019

Dear HoloLens team,

My name is Campion Kirkham, I am a Technical Artist looking for new opportunities to create and tell stories. I'm writing to apply as a 3D Technical Artist with your team!

I have been interested in art and technology since I was a kid (An avid watcher of Wallace and Gromit, as well as many other Nick Park driven productions.) Early on I had the chance to take several stop-motion workshops at the Bellevue Art Museum which opened up a whole world before me. I kept in touch with the teacher of those workshops, who mentioned Flash as a way that I might continue to learn animation. I ended up using that as a chance to learn both digital animation and programming (The foundation of which my Dad had taught me making encoders and translators in Visual Basic), and began to explore the process of making my own games. Over the years explored as many different aspects of animation as I could, always jumping at the chance to work in both the aesthetic and technical side of things. In 2012 I got a Bachelor of Fine Art and Production Animation degree from Digipen Institute of Technology. In my senior year our team created a short film about an alien with mysterious motives, which was shown at the Seattle Children's Film Festival, REDCAT and at the Honolulu Museum of Art. In April of 2013, I created a short animation to accompany a track off a mixtape from a musician I was a big fan of. He reached out to me after seeing it and we ended up working on a fully animated music video. Shortly after that he and his manager asked me to work on design and animation for a video for his band. That video ended up blending both live action footage they recorded while on tour, with animation I did (Which has garnered over 1 million views since publishing.) I have been a part of animation projects including music videos, promotional motion graphics, and most recently game production. I could not have guessed as a kid, making a stop motion film about a wizard fish, that it would lead to my meeting so many wonderful people and telling so many fun stories. In my last role I started on a short contract to provide some additional help with animation, I picked up enough skills to stay on and made my way into a role as the cinematic director and technical artist. In that role I found myself taking on as many opportunities as I could to work with technical art. I was really enjoying the process of getting to see my work all the way through the pipeline from DCC applications like Maya, to in-engine implementation. I realized it was something I'd like to focus more on in my career!

I am looking for a team that is interested in my voice, values what I can bring, and respects that I am a human both in and out of work. I think that I can bring a desire to see as many angles of a problem as possible, as well as a wide variety of artistic and technical experiences to your team. I am always interested in learning more (Most recently I took a Udemy course to re-acquaint myself with tool scripting in Maya and how it relates to python, as well as a course on C# with Unity.) AR has always interested me, partially from an educational standpoint, it seemed like a great new medium with which to teach! I'd love to work with you as you continue to explore new avenues of AR. Outside of work I enjoy exploring, and playing guitar, and last year I got to merge the two by going to Leeds to see 3 wonderful guitar players live!

I really appreciate the opportunity to apply for the position. My demo reels, resume, and references can be found on my website at www.waytoocampy.com/hololens.

Sincerely,



-Campion J. Kirkham