

October 25th 2019

Dear 343 Industries team,

My name is Campion Kirkham, I am a Technical Animator looking for new opportunities to create and tell stories. I'm writing to apply as a Technical Animator 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. While working as a cinematic director for a game company in Seattle, I found myself taking on as many opportunities as I could to work with technical art. I was really enjoying character rigging and tool scripting in Maya, as well as setting up animation blueprints and blending logic in Unreal Engine. It became clear to me this was something I'd like to focus more on in my career, it's always been something I enjoyed and I am interested in continuing to hone my technical knowledge. I enjoy trying to find both the most elegant solutions to a problem, as well as the less elegant, "creative" solutions to the problem. For me technical art is like a big puzzle, that can be a lot of fun to try to solve.

I am looking for a team that is interested in my voice, values what I can bring, but 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 Unity and C#.) Halo was the first FPS game I played and one of the first games I played that had a story that engaged that sci-fi part of my brain in the way that it did. It had a big impact on how I saw games and I would love to be a part of the team that is continuing to build these engaging stories and experiences! 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. I have attached my resume and references to this application and they can also be found on my website at www.waytoocampy.com/techanimator.

Sincerely,



-Campion J. Kirkham