

六 AARON RUGAMA

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Dear CD Projekt Red,

I'm a 22 year old game developer graduated in Madrid who always loves to head into fresh projects and try out cutting edge video game technologies. In my understanding, the gap between art and coding is the most exciting connection in video game development. One of the most innovative, fresh and full of possibilities for any artist or programmer.

That is the reason I like to be seen as a Technical & 3D Artist, because even if I make tools, shaders and related content, that doesn't stop me from making traditional art like characters or props, at the same time incorporating everything into the engine to make it playable and useful. I'm always stepping outside of my comfort zone, experimenting new ideas and making every project with creative techniques. That is why I decided to improve as a Technical Artist.

I've always had a special interest in art within video games, and when I started my degree in this department, I had the opportunity to get into the world of development. I've been working as an intern on a lot of amazing professional projects while also having fun in Game Jams. Since then, I have dedicated most of my time to development because the best way of learning is with hands-on experience.

I'm also an Art enthusiast and a Designer (the graphic-kind, and the concept one). I love learning different things, and I especially enjoy showing people new ways and tools to improve their academic/professional life.

I'm sure I possess the qualifications: I have completed numerous internships, taking part or managing really different teams along video games, board games and gamifications. In addition, I have given many talks about character and technical art, and written articles about my art process in amazing development websites as 80 Level.

I'm ready to take the leap; I would love to live this experience in CD Projekt Red.

Yours sincerely,

Aaron Rugama

