

# Dante Chambers

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To whom it may concern,

I am a graduate of Cogswell Polytechnical College in San Jose where I obtained my bachelor's in Digital Art and Animation. I'm a creative with experience in writing, animation, video editing, and light previz work, with a focus and passion for creative writing.

I've always been enamored with storytelling in all forms of media, and, having grown up with video games, have focused on the stories that games tell and the way they tell them. I find myself focusing on these aspects more than gameplay at times, as it often affects how I ultimately feel about the game. I feel that the potential that games hold to tell amazing stories is one that's often left untapped by most studios, and this has left me wanting to contribute my skills to help push game stories to where I think they can go. I want to create engrossing and engaging narratives from both a gameplay and story perspective, even a blending of these two factors. My personal work includes anything from short character-driven pieces to larger world-encompassing fantasies. I am confident crafting anything from dialogue to world building. With the teams I have worked with in the past, when differing visions for the projects created conflict, I was able to internalize what everyone wanted and find a compromise. I've helped manage the vision on projects to account for both narrative and animation choices, and I always adjust my work in accordance to feedback on the fly.

Please keep my application on record, and if you ever need someone to help with writing of any kind on your projects, please consider reaching out, as I'd love to contribute in any way I can. Thank you for your time.

Sincerely,  
Dante Chambers