



# JAMIE ANTLIFF

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**TO: JOBS@HELLOGAMES.CO.UK**  
**DATE: FRI, 24 APRIL, 2026**

**DEAR HELLO GAMES TEAM,**

**I'm excited to apply for the Junior Artist position at Hello Games.**

I am an artist with hands-on game development experience and strong visual storytelling instincts, with a passion for expansive games focused on exploration. As someone who deeply admires your work, I am drawn not only to the worlds you build but also to the passion and care your team consistently shows for players and their experiences.

One of the highlights of my creative journey so far was working as part of a team on an isometric couch co-op game. I contributed to both 2D and 3D asset creation, visual development, and gameplay ideas, and I gained a solid understanding of the importance of communication and cooperation with the other members of my team in order to ensure the end product was cohesive. This game development project was part of my university degree and contributed to my first-class honors degree.

More recently, my passion project has been developing a sci-fi fantasy side-scroller game with a focus on gravity mechanics as a means of platforming. Working alongside a few peers, my role has been to create all of the visuals as well as to develop an engaging storyline and interesting characters with in-depth backstories. Another large aspect of this project has been considering level design with a focus on allowing the player the freedom to explore and complete missions on their terms.

A big part of why I'm drawn to Hello Games is simply that your work has meant a lot to me. I've spent countless hours wandering around No Man's Sky with friends, getting lost on strange planets and seeking out unique creatures. The scale and variety of content always kept me entertained as we explored and discovered new and interesting planets, each with their own visual style. The number of huge, game-changing updates and expeditions that you have released completely for free speaks volumes about your commitment to the community, which has inspired me and is exactly the kind of environment I would love to be a part of and grow in as an artist.

I'm also eagerly awaiting Light No Fire and following its development. I find myself blown away by how ambitious your team is with each new game you make, and I look forward to seeing how you will continue to innovate in the exploration survival genre. While preparing this application, I also discovered The Last Campfire, and I was immediately taken aback by how beautiful and atmospheric it is. The visual style feels expertly crafted and has made me appreciate even more the wide artistic range of your studio, inspiring me to work toward creating content that similarly has a strong, cohesive visual identity and an atmosphere that leaves people with a lasting impression.

I would be incredibly excited about the opportunity to support your team and grow as an artist while contributing to the experiences that mean so much to players around the world. I am motivated, quick to learn, comfortable taking direct feedback to improve quickly, and eager to contribute to your team while continuing to develop as an artist.

**Thank you very much for your time and consideration.**

Sincerely,

**JAMIE ANTLIFF**