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2026 US Summer Internships - Concept art
Blizzard Entertainment

Dear Blizzard Entertainment:

Hi my name is Austin Nguyen, I am a 4th year student at the University of Washington Bothell set to graduate this summer of 2026 and I am applying for the 2026 US Summer Internships for concept art. I found this internship through linkedin and thought I would love to apply since I am familiar with the company and IPs like Overwatch . I am an inspiring digital artist specializing in Character Art and Illustration with over 7 years of technical and personal practice and have had experience being a free lance artist, working by commission, since 2019.

I have experience with multiple art programs such as Clip Studio Paint and Photoshop. I've done plenty of concept art in the past for personal and academic reasons. In 2023 I was the sole and lead artist for a game concept for a class where I illustrated everything from characters to background whilst working in a team. As someone who has grown up pursuing art I am familiar with aspects of illustration like color, value and theory when it comes to art and design but always strives to improve and grow.

I've grown up with both art and video games so I obviously know who and what Blizzard are. Blizzard is a trailblazer in the gaming industry that has paved the way for so many illustrators and I would more than love to be a part of that. Video games have a special way of bringing art as an experience to life and I believe that Blizzard's vision is truly special and something that I align with.

I would love an opportunity to become a part of Blizzard's legacy. If any other information is needed like my portfolio I would be more than happy to provide. Thank you so much for your time.

Sincerely,

Austin Nguyen