

SNOW WHITE

1900 Epcot Resort Boulevard Buena Vista, FL · 407-939-5277

swhite@yahoo.com

OBJECTIVE

I am looking for a 2 bedroom, 1 bathroom long-term rental home. I would like to relocate from an apartment to a modest-single family home that is in walking distance to restaurants, shops and stores. As a working professional, I am looking for a low-maintenance, newer home, in a quiet and friendly neighborhood.

Rent desired: \$1,900.00 or less and required deposits.

BACKGROUND

I was born and raised in Orlando, FL and have lived and worked in Buena Vista, FL for the last 15 years.

I am a Princess at Walt Disney World Resort, where I have worked for 5 years. I worked at Walt Disney Studios as a Producer's Assistant before joining Walt Disney World Resort. When I am not working, I enjoy walks in the park and swimming.

I do not have any pets. I do not have any roommates. I have never been evicted or arrested for any reason. I am happy to provide a letter of reference from my current or previous landlords regarding their experience with me as a tenant.

EMPLOYMENT

Princess, Walt Disney World Resort2015 - Present

Supervisor: Mickey Mouse – Contact: (407-123-4567)

Annual Income: \$45,000.00

RENTAL HISTORY

Dwarf Hill Apartments, 123 Step Way Buena Vista, FLJune 2014 – Present

- Contact: Tinker Bell, Property Manager (407) 135-7913
- Rent: \$1,850
- Reason for leaving: Looking to move into a house from an apartment.

Apple Valley Apartments, 567 Lake View Blvd Buena Vista, FLJune 2004 to June 2014

- Contact: Donald Duck, Property Manager (407) 987-6543
- Rent: \$2,250
- Reason for leaving: Roommate relocated for work, and I moved into a 1 bedroom

REFERENCES

Minnie Mouse, Current Coworker at Walt Disney World Resort

- Phone: (407) 555-6677, mmouse@disney.org

Jiminy Cricket, Previous Manager at Walt Disney Studios

- Phone: (407) 321-8765, jcricket@disneystudios.org

Additional Documents Available Upon Request

- Letter of recommendation from current Property Manager
- Income Verification – Paystubs