

# Richard James Cook

Filmmaking. Video Production. Designer

Extensive hands on experience in multiple roles within film and game development since 2011. Key experience in video production, design, and 3D art.

## EXPERIENCE

August 2015-  
Current

### Professional Freelancer

Various Companies  
Austin, Texas

I freelance professionally as a video editor and 3D artist for various companies, among other related production services

- Game trailers editor - New Blood Interactive (Dusk, Amid Evil, Tonight We Riot, Super Galaxy Squadron), and Humble Bundle
- Video editing - social media campaign for film "Mono" (Fox Digital Studios)
- PA/Sound Coordinator - "Salted TV" Web Series during shooting in Austin, TX
- Video editing - trailers and app store content for NOVY Utld. (marketing agency)

January 2016-  
July 2017

### UI Artist/Designer and Video Production

Invisible Collective LLC  
Austin, Texas

2D art/design for user interface and marketing assets on "Battlesloths", published by Rooster Teeth Games June 2017.

January 2014-  
December 2016

### Filmmaker, Contract Media Production

Devolver Digital, Gambitious Digital Ent.  
Austin, Texas

Writer/Editor/Director - "Surviving Indie", Dist. by Devolver Digital Films (2016)  
Writer/Editor/Director - "Pixel Poetry", Dist. by Devolver Digital Films (2014)  
Design and creation for various Devolver and Gambitious Ent. marketing assets

## SPECIAL ACKNOWLEDGEMENTS

### ZBrush Basics on YouTube

I authored an introductory set of tutorials for the digital sculpting program ZBrush, entitled "ZBrush Basics". To date, they have amassed over a million total views

### Seasoned Speaker

Was active as a speaker in the game development community. To date, I have moderated and spoke on panels at events like PAX, SXSW, and the East Coast Gaming Conference alongside developers and personalities like Adam Sessler, Cliff Bleszinski, Warren Spector, Rami Ismail, and more.

### Bestselling Gaming Documentary

My videogame related documentary film "Surviving Indie" reached #15 in all bestselling films on Steam on December 24th, 2016.

## EDUCATION

August 2014-  
May 2015

### The Denius-Sams Gaming Academy

The University of Texas at Austin  
Austin, Texas

I was 1 of 20 people selected to participate and graduate from the inaugural class of this program, which focused on the principles of leadership and project management within gaming. The program was taught under the direction of industry luminary Warren Spector.

October 2003-  
November 2004

### Computer Animation

Full Sail University  
Winter Park, Florida

I attended an Associates of Science Degree program in Computer Animation

## CONTACT DETAILS

### Websites:

[www.RichardJamesCook.com](http://www.RichardJamesCook.com)  
[www.YouTube.com/GamestarrArts](http://www.YouTube.com/GamestarrArts)

### Phone:

512-679-8492

### Email:

[RJCook1985@gmail.com](mailto:RJCook1985@gmail.com)

## PROFESSIONAL SKILLS

Adobe Premiere  
Adobe After Effects  
Adobe Media Encoder  
Adobe Audition  
Adobe Illustrator  
Adobe Photoshop  
Autodesk Maya  
Pixologic ZBrush  
Substance Painter  
Marvelous Designer  
Marmoset Toolbag  
Unity  
Unreal Engine

## EXPERTISE

Video Editing  
Video Production  
Directing  
Production Assistant  
Character Modeling  
Environment Modeling  
Sculpting  
Texturing  
Retopology/Optimization  
Project Design

## EQUIPMENT

Panasonic GH3/4/5 Cameras  
Black Magic Cinema Cameras  
Black Magic Ursa  
Canon CN-E Lenses  
Rokinon Cinema Lenses  
Rode, Sennheiser Microphones  
Steadicam, DJI Ronin