

Richard James Cook

Filmmaker. 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 for New Blood Interactive (Dusk, Amid Evil, Tonight We Riot, Super Galaxy Squadron)
- ZBrush/STL 3D printed production models for Headcase Golf, LLC
- Production Assistant and Sound on Salted TV during shooting in Austin, TX
- Video editing for NOVY Unlimited, LLC clientele (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

.Active as a professional 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, Randy Greenback, Warren Spector, Rami Ismail, and more.

Bestselling Gaming Documentary

.My videogame related documentary film "Surviving Indie" reached #11 in 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:

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PROFESSIONAL SKILLS

Adobe Photoshop
Adobe Illustrator
Adobe Premiere
Adobe After Effects
Adobe Audition
Autodesk Maya
Autodesk 3DS Max
Autodesk Mudbox
Pixologic ZBrush
Substance Painter
Marvelous Designer
3D Coat
Marmoset Toolbag
Unity
Unreal Engine 4

EXPERTISE

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

EQUIPMENT

Panasonic GH4
Black Magic Cinema Cameras
Black Magic Ursa
Canon CN-E Lenses
Rokinon Cinema Lenses
Rode Microphones
Steadicam