

# Richard James Cook

3D Artist. Filmmaker. Game Designer

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

## EXPERIENCE

July 2017- Current	<p><b>3D Artist and Video Production</b> Albino Moose Games Austin, Texas</p> <p>.3D asset creation and video production on "Nightmare Creatures", an official reimaging of the hit Playstation 1 franchise.</p>
August 2015- Current	<p><b>Professional Freelancer</b> Various Companies Austin, Texas</p> <p>.I freelance professionally as a video editor and 3D production artist for various companies. Work includes game trailers for New Blood Interactive (Dusk), ZBrush/STL 3D printing production models for Headcase Golf, and more.</p>
January 2016- July 2017	<p><b>UI Artist/Designer and Video Production</b> Invisible Collective LLC Austin, Texas</p> <p>.2D art/design for user interface and marketing assets on "Battlesloths", published by Rooster Teeth Games June 2017.</p>
January 2014- December 2016	<p><b>Filmmaker, Contract Media Production</b> Devolver Digital, Gambitious Digital Ent. Austin, Texas</p> <p>.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</p>

## 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	<p><b>The Denius-Sams Gaming Academy</b> The University of Texas at Austin Austin, Texas</p> <p>.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.</p>
October 2003- November 2004	<p><b>Computer Animation</b> Full Sail University Winter Park, Florida</p> <p>.I attended an Associates of Science Degree program in Computer Animation</p>

## CONTACT DETAILS

### Websites:

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

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## PROFESSIONAL SKILLS

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

## EXPERTISE

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

## EQUIPMENT

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