

Richard James Cook

3D Artist. Filmmaker. Game Designer

Extensive hands on experience in multiple roles within game development and film. Key experience in video production, game design, and 3D art. Extended experience in 2D art, UI art/design, and graphic design.

EXPERIENCE

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| January 2016- Current | UI Artist/Designer Invisible Collective LLC Austin, Texas .2D art/design for user interface and marketing assets on "Battlesloths", published by Rooster Teeth Games April 2017. |
| August 2015- Current | 3D Sculptor and Production Artist Headcase Golf LLC Austin, Texas .Digital sculpting artist of models to be used in production as foam molds in golf apparel and accessories. |
| January 2014- Current | 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 |
| December 2011- July 2013 | Developer, Artist, Creative Director AdaptivElite LLC Remote - Novi, Michigan Area .Creative director, producer, designer - "Pro Janitor Police" game. .Primary 3D artist, "30 Minutes... or Less!" game. (2012) |

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 950,000 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, David Eddings, and more.

Bestselling Gaming Documentary

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

EDUCATION

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| 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
www.YouTube.com/GamestarrArts

Phone:

512-679-8492

Email:

RJCook1985@gmail.com

PROFESSIONAL SKILLS

Autodesk Maya
Autodesk 3DS Max
Autodesk Mudbox
Pixologic ZBrush
Substance Painter
Quixel Suite
Adobe Photoshop
Adobe Illustrator
Adobe Premiere
Adobe After Effects
Adobe Audition
Final Cut Pro X
Da Vinci Resolve
3D Coat
Marmoset Toolbag
Unity
Unreal Engine 4

EXPERTISE

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

EQUIPMENT

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