

Richard James Cook

Video Production and Project Management

Broad range of production experience across multiple roles in game development and film. Key experience in video editing, videography, design, and content creation.

EXPERIENCE

October 2022 - Current	Video Producer Wargaming Inc. Austin, Texas Video production and editing for "World of Tanks" console marketing efforts. Additional support for cross-promotional efforts with major brands like G.I. Joe, Warhammer 40K, and Arnold Schwarzenegger.
October 2021 - June 2022	Video Editor Kabam Inc. Austin, Texas Video Editing and Production for Marketing and Social Media. Titles Include: <ul style="list-style-type: none">• Disney Mirrorverse (In-Game Cinematics, Trailers)• Marvel Contest of Champions (Trailers)
August 2019 - May 2021	Associate Producer Graffiti Games Remote Production support for various internal publishing initiatives. Roles in scouting/portfolio management, milestone scheduling, store page setups, certification, QA, localization, ratings submissions, and porting efforts. Seven shipped digital/physical titles across all major platforms.
May 2015 - Current	Video Editor and Producer Freelance Remote Video editing, videography, and production for the film and gaming industries. Social media content, BTS, trailers, and press showcases. Titles include: <ul style="list-style-type: none">• HULU ("Clock" Original Feature Film, BTS Videography)• SHUDDER ("Blood Relatives" Original Feature Film, BTS and Making Of)• Google/Owlchemy (Gamescom Announcement for VR Title "Coral")• New Blood Interactive (Dusk, Rise of the Triad, Ultrakill)

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 a total of over 1.5 million total views.

ASUS ROG Masters Talk

Appeared as a featured developer, as part of the ASUS Republic of Gamers "Masters Talks" video series "Making It in the Gaming Industry". The video documented my journey as an independent developer, and provided guidance for those seeking to enter the industry.

EDUCATION

August 2014- May 2015	Game Project Management The University of Texas at Austin Austin, Texas I was 1 of 20 people selected to participate and graduate from the inaugural class of the Denius-Sams Gaming Academy (DSGA), which focused on the principles of leadership and project management within game development. The program was taught under the direction of industry veterans Warren Spector and Richard Garriott.
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

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PRODUCTIVITY APPS

Adobe Premiere
Adobe After Effects
Adobe Photoshop
Asana
JIRA
Perforce
Trello
Mantis Bug Tracker
Office/Drive Suites
Autodesk Maya
Pixologic ZBrush
Substance Painter
Marvelous Designer
Marmoset Toolbag
Unity
Unreal Engine 3/4/5

EXPERTISE

Video Editing
Videography
VFX and Motion Graphics
Live Action Production
Scriptwriting
Panel Hosting
Store Page Setup
Ratings and Certification
QA and Localization
Acquisitions
Creative Design
Feature Documentation
Partner Management