AMANDA ZORIANNA COOK

3D Artist / Amandazoriannacook.com

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Education ••••••••••••••••••••••••

University of Washington
September 2012 - June 2014
B.A. Interdisciplinary Visual Art

Animschool
June 2019- Current
3D Modeling Program

Shoreline Community College
September 2009 - June 2012
Graphic Design, Transfer Credit

Futurepoly
May 2016 - August 2016
Extended Education:
Game Development, 3D Modeling

Experience ••••••••••••••••••••••••••••••

3D Artist / Minecraft Earth (AR)
December 2019 - Current
-3D model, rig, and texture game assets.
-Create concept art for new character ideas.
-Animate characters for in game animation.
-Animate, light, and render shots for marketing videos.
-Video editing for marketing.
-Create 2D and 3D art content for marketing.
-Test game builds for technical and art bugs.
-Collaborate with artists and production teams to achieve a common goal.

3D Modeling & Animation Teacher / Digipen Academy
May 2019 - August 2019
-Create curriculum for 3D modeling and animation for kids 10-18yrs.
-Teach basic Maya tools, Maya UI, and basic 3D modeling principles & techniques.
-Teach 12 basic principles of animation, and how to animate 3D rigs.
-Teach the history of animation as well as the 3D animation pipeline.

Shading & Texturing Artist / Broom Cupboard Studios
April 2018 - June 2019
-Develope the look & feel technical pipeline.
-Create shaders and textures for 3D assets, render to test shaders.
-Render and composite.
-Create concept art for game assets, environments, and look & feel.
-Make game assets to be used in Unity.

3D Artist, Production Assistant / UW Reality Lab Studio/University of Washington Animation Capstone Program
September 2014 - June 2019
-Provide administrative, technical, and production support.
-Produce production quality shaders and textures for 3D films and VR films.
-Create 3D models.
-Build procedural textures and hand paint texture maps for environments, characters and assets.
-Build shading networks to achieve unique surfaces for assets and characters.
-Supervise and lead production groups, create and maintain schedules for production groups to meet deadlines.
-Make sure films rendered in real-time using Unity.
-Teach university students all aspects of the 3D film pipeline..

2D & 3D Artist / Pluto VR
June 2015 - April 2016
-Learned VR pipeline.
-Made concept art for avatars, assets, and environments.
-Sculpted hair and baked maps to create diffuse textures for hair assets.
-Painted UV Texture Maps for environments and game assets.
-Tested 3D models and shaders within Unity to make sure they render correctly in real-time.

Skills ••••••••••••••••••••

3D Modeling
Building Shading Networks
Organic & Hard Surface Texturing
Procedural Textures
UV Unwrapping /Economic UV Layout
Baking Maps
Rendering / Composite
Color Theory
Look Development
Lighting
Problem Solving
Collaboration / Teamwork
Adaptability

Software ••••••••••••••••••••

Maya / 3ds Max
Arnold / Mental Ray
Photoshop
Substance Painter
Substance Designer
Zbrush
Unity
Vive / Oculus Rift
Adobe After Effects
Adobe Premiere Pro

Reference ••••••••••••••••••••

Brad Shuber
Art Director / Minecraft Earth
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Michael Apolis
Art Lead/ Minecraft Earth
miapolis@microsoft.com

Barbara Mones
Animation Director / UW ARL Labs
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Monesie@cs.washington.edu