BOB COOKSEY

Senior Environment Artist

5201 Valley Oak Drive
Austin, Texas 78731
512 897-2119 (cell)
bobcooksey@hotmail.com

Resume site: http://bobcooksey.net

OBJECTIVE

To secure a Senior Environmental Artist position in the video game industry.

EDUCATION:

Bachelor of Science, SUNY Brockport, NY 14420. 3.4 GPA, graduated Cum Laude.

SKILLS

Seasoned Senior Environmental Artist of 20 years, whose list of published titles include *Shroud of the Avatar, Return of the King (Lord of the Rings), Ghostbusters, Bloodrayne 2* and others. I have Led several environment teams, and programs used include 3DS Max, Adobe Photoshop and Illustrator, Z Brush, Crazybump, XNormal, DDo, 3D Coat and others. I specialize in environmental 3D modeling and texturing (including normal map creation), particularly architecture and general props/assets. Proprietary world creation software I've worked with include Unity and the Infernal Engine. I possess strong 2D skills, promotional art (2D) skills as well as creative writing skills.

EXPERIENCE

Senior Environmental Artist on Shroud of the Avatar for Portalarium

July 2011-present. Fulltime:

- Designed, modeled, textured, and created normal maps for virtually all player homes in **Shroud of the Avatar** MMO, including everything from 5 story castles of various styles, to tents and village houses. My responsibilities included creating prefabs of the architecture in Unity with collision, deco layers, lighting, and special effects. I also created various non architectural assets as well, including airships, steam punk gadgets, galleons, frigates, Tesla towers, rock sculptures and other props. As a Senior Artist I also helped train new hires as to Portalarium's methods, pipelines, etc.
- Prior to the advent of Shroud of the Avatar, I performed as lead artist and content creator for Portalarium's Facebook game Ultimate Collector/Garage Sale, creating hundreds of game assets created in 3DS Max. I also created various promotional materials like posters, logos and website images.

Lead Environment Artist at Challenge Games/Mock Science/Zynga Austin

July 2008-July, 2011. Fulltime. Mock Science was acquired by Challenge games, and Challenge Games was purchased by Zynga:

- Led an environment team for Zynga Facebook game *The 'Ville*, and created virtually all 3D environment assets for the initial game prototype in 3DS MAX, as well as hundreds of 3D assets once the game proposal was greenlit. Other duties included working with tech side to create asset pipelines, trouble shooting any problems that came up in the process of putting the game together, and reviewing/correcting outsourced assets.
- Painted art assets in Flash/Illustrator/Photoshop for Zynga's Facebook game *Frontierville.*
- Worked directly with Creative Director in modeling/texturing/lighting all 3D game assets for Facebook game *Sleuth,* including an entire Victorian era mansion, inside and out, and all the props therein. This project was cancelled when Challenge Games was acquired by Zynga.
- Worked directly with Creative Director in modeling/texturing/lighting all 3D game assets for Facebook game *Gridiron Live,* including high-poly football stadiums.
- Created environments for *Tiki Towers* on the Wii, as well as providing art for several game pitches in 3DS MAX.

Lead Environment Artist/ Modeler/Texture Artist on *Blighted Empire* MMO:

July 2007-July 2008, NCSoft, Austin, Texas. Fulltime.

- Worked out production guidelines for asset creation during *Blighted Empire's* pre-production period. Worked with the Lead Technical Artist in determining texture size limits/quantities, poly counts, lighting models and other technical issues. Tested new technology that I felt would be needed to create *Blighted Empire's* environments. The project was cancelled.
- Worked directly with Visual Director in creating a stylistic "vertical slice" that set the tone for all levels.
- Created all original textures, props and major set pieces in 3DS Max.
- Trained new level builder in in-house World Builder.

Lead Environment Artist/ Modeler/Texture Artist on *Ghostbusters:*

January 2005-July 2007, Terminal Reality, Lewisville, Texas. Fulltime.

- Led a team of seven environment artists in creating environments and props for Next Generation title *Ghostbusters.*
- My duties were basically the same as those on *Demonik (see below),* but I was also in charge of pulling together all demo levels for our publisher during pre-production.
- Delivered Cemetery, Times Square, Big Boss Battle, and parts of the Library level, as well as demos.

Lead Environment Artist/ Modeler/Texture Artist on *Clive Barker's Demonik:*

June 2004-January 2005, Terminal Reality, Lewisville, Texas. Fulltime.

- Led a team of seven environment artists in creating environments and props for Next Generation title ***Clive Barker's Demonik. Demonik*** was featured in **Adam *Sandler's*** feature film ***"Grandma's Boy."***
- In charge of training, scheduling and tasking of all environment artists.
- Trained new employees in high-poly normal map creation, in-house editor use, and asset pipeline procedure.
- Trained Maya and Lightwave based new hires in 3DS MAX.
- Worked closely with tech staff in developing and testing new art software, tools and techniques such as texture-blending and high-poly normal map creation.
- Built geometry and created textures and normal maps for the Scrap Yard, Prison and Warehouse levels.
- Created high-poly, normal-mapped props, including destructed states and animated models, for ***Demonik.*** Props included smelting vats, metal cutters, assembly lines, furnaces and many others.

3D Modeler/Texture Artist on Majesco's *Bloodrayne 2:*

June 2004-present, Terminal Reality, Lewisville, Texas. Fulltime.

- Modeled, textured, and lit the Mansion rooftop level and the Shroud Tower Cityscape for Bloodrayne2.
- Worked out all technical issues with designers and tech staff.

3D Modeler/Texture Artist on Electronic Art's *Return of the King (Lord of the Rings)* project:

June 2003-August 14, 2003 EA, Redwood City, CA (3 month contract):

- Built geometry, props and objects in Maya for ***Crack of Doom*** and *Road to **Isengard*** levels, including trees, logs, huts, and various terrain items
- Created textures which helped define the visual style of the ***LOTR*** environments

3D Modeler/Texture Artist on Acclaim's *Vexx* project:

July 2001-Jan 2003 Acclaim Entertainment, Austin, Texas:

- Built geometry for all of the Fire World in ***Vexx,*** including buildings, pyramids, coliseums, volcanoes and subterranean caves.
- Created textures which helped define the visual style of ***Vexx*** environments
- Worked with designers on game play issues as they related to world geometry.
- Prepared demos for E-3, Editor's Day and other conventions.
- Provided texture support for ***Turok 4.***

3D Artist/Animator, Illustrator, Graphic Designer, Lead Artist:

1996-1999 Eclipse Entertainment, Austin, TX:

- Produced *GDEMO* for company's 3-D engine. *GDEMO* called "the best content ever to come out of Eclipse Games" by owner David Stafford. Designed and conceptualized *GDEMO,* created all texture work, created and animated most models, and oversaw production.
- Employed as the main Illustrator (2D) for Eclipse Games for 3 years.
- Created models, animations and scenery for ***Jack Nicklaus 5 Golf.***
- Created all Conceptual Art for ***Lucifer*** sword and sorcery game for E.A. Canada.
- Co-authored Eclipse Entertainment web site in Dreamweaver.

Freelance Credits:

Created promotional art such as T-shirts, posters and other items for MMA fighter Kenn Shamrock, Texas Sherriff's Department, University of Texas, rock artists Duran Duran, Talking Heads, Nona Hendryx, and many others.