

Bob Cooksey

5201 Valley Oak Drive

Austin, Texas 78731

512 897-2119 (cell)

bobcooksey@hotmail.com

Private website link: <http://bobcooksey.net/cemetery.htm>

RESUME WEBSITE: <http://bobcooksey.net/>

Objective: To find a Lead Environment Artist position..

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

Experience:

Lead Environment Artist/ Modeler/Texture Artist on unannounced MMO:

July 2007-present, NCsoft, Austin, Texas. Fulltime.

- . Currently working out production guidelines for asset creation for an unannounced MMO in pre-production. I work with the Lead Technical Artist in determining texture size limits/quantities, poly counts, and request/test any new technology that I feel will help the project's environments.
- . 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 and responsibilities were basically the same as on ***Demonik*** (see below), with the exception that on *Ghostbusters* I was also in charge of pulling together all demo levels for publisher while in pre-production. Screenshots from these demos can be seen in the cover story of December 2007 Game Informer magazine.
 - . Delivered Cemetery, Times Square, Big Boss Battle, and parts of the Library level, most of which can be seen in Game Informer magazine this month.
- <http://www.slashfilm.com/2007/11/16/ghostbusters-3-video-game-screenshots-and-demo-footage/>

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.
- . Worked out all technical issues with designers and tech staff.

3D Modeler/Texture Artist on Animation Farm's 100 Bullets

August 2003-July 2004. Austin, Texas Fulltime contract.

- . Built and textured geometry, props and objects for in-game cinemas for upcoming **100 Bullets** comic adaptation.

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 sub-terranean caves.
- . Created textures which helped define the visual style of Vexx environments
- . Provided concept sketches for **Vexx**.
- . 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 Modeler/ Texture Artist/Lead Environment Artist/Concept Artist

2000-2001 Kinesoft Development, Austin, Texas:

- . Lead environment artist.
- . Supervised 3 other texture/level artists in the creation of all game environments.
- . Provided animations and concept sketches for **Crimson Order**.
- . Created textures and level geometry for **Crimson Order**.
- . Prepared demos for E-3 and other conventions.

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.

Self-Employed Illustrator/Graphic Artist/Cartoonist/Web site Developer

1994-1996 Austin, TX:

- . Produced original art for **The Austin American Statesman**, **XL Magazine**, Texas Department of Parks and Recreation, The Northcross Mall, Tadpole Technologies and many other Austin Businesses and advertising agencies.
- . Popular weekly cartoon **Queeny** ran for three years in *American Statesman's XL Magazine*.

Software Programs: 3DS Max, some Maya, Character Studio, Adobe Photoshop, Streamline, and Illustrator, Dreamweaver, Pagemaker, Microsoft Word, Flash, some HTML.

Game titles shipped/Contract positions: Majesco's **Bloodrayne 2**, Animation Farm's "100 Bullets," EA's "Return of the King," Acclaim's "Vexx" and "Turok 4," Wolfpack Studios' "Shadowbane," Origin's "Ultima Online," Eclipse's "Jack Nicholas 5 Golf," "GDEMO ONE" and "GDEMOTWO," and "Microsoft Golf 2000."

Skills: Great writing and proofreading skills, fluent in both Mac and PC platforms, great leadership skills, and a great sense of humor.