Caryn Cook
Visual Effects Artist

caryncook.com // cook.caryn@gmail.com // 619.249.4835

My objective is to obtain a position as a Visual Effects Artist working in a collaborative and creative environment, to contribute to the creation of compelling video games.

Experience:

Visual Effects Artist, June 2017 – Present
Sony Santa Monica - *God of War*
- Creating real-time visual effects for use within a physically based rendering pipeline
- Targeted optimization of visual effects for the for the *Playstation 4* platform
- Minimizing batches, reducing memory usage while maintaining quality effects
- Collaborate with design team to effectively communicate gameplay via visual effects
- Designing effects based on communication with Directors and Visual Effects Lead
- Technical troubleshooting of issues arising from visual effects
- Creating materials for visual effects that sustain multiple lighting scenarios

Technical Artist, July 2016 – June 2017
Digital Domain Interactive - *The Monkey King* and *Voltron VR Chronicles*
- Creating real time visual effects for characters and environments
- Optimization of visual effects for the for the *Playstation 4* and *Vive* platforms
- Communicating with the Art Director to set a VFX style matching the project's tone
- Rig creation, technical animation, rigging trouble shooting and support
- Node based shader creation and optimization

Technical Artist & 3D Artist, November 2013 – July 2016
The Bartlet Jones Supernatural Detective Agency - *Drawn To Death*
- Achieves balance between technical restraints and both art and design's creative vision
- Optimization of levels and visual effects for the *Playstation 4* platform
- Establishing the pipeline for level creation and integration.
- Builds gameplay segments through node based programming
- Modeling and rigging environments, weapons and props
- Creating the lighting, design and providing technical animation for levels

Technical Director, June 2012 – June 2013
Digital Domain - *The Bureau: XCOM Declassified // Batman Arkham: Origins*
- Modeled, textured and animated assets for use in in-game cinematics
- Creating visual effects inside Unreal Engine's Cascade
- Creating events and in-game cinematics from scene creation to final scene delivery
  Writing tools for animation and exportation of assets utilizing Maxscript
- Troubleshooting cameras, rigs, props, vehicles and animations in Unreal and 3DSMax

Stereoscopic Artist, February 2011 – July 2011
Legend 3D - *Transformers: Dark of the Moon // The Smurfs, //* 3 unannounced projects
- Created 3D depth on shots utilizing a 2D to 3D film conversion pipeline
- Collaborated with stereoscopic team to create a polished final product
- Communicated with Lead and Stereographer to achieve a proper depth and 3D feel

Education:
Bachelor of Science in Game Art, July 2010
Full Sail University, Winter Park, FL

Honors and Awards:
God of War: Paris Games Week Trailer // Visual Effects Work Featured, 2017
Women in Games Development Panel // Winter GameFest, IGDA, 2016
Entertainment & Media Industry: Scholarship for Women // Full Sail University, 2008
CG Animation Short, 3rd Place // San Diego County Fair Student Showcase, 2008

Skills:
Visual Effects
Hard Surface &
Organic Modeling
Texturing
Rigging
Animation
Lighting
UV Mapping
Scripting
Problem Solving
Optimization

Applications:
Maya
Photoshop
Unreal Engine
Unity
3DS Max
ZBrush
In Design
Nuke
Houdini
Perforce
Plastic
Tactic
Source Tree
Final Cut Pro
Alienbrain

Languages:
HTML
Python
MEL
Max Script