

TOBIAS COOK CV

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PROFESSIONAL STATEMENT

A graduate of Illustration and Computer Arts, I am passionate about games as an artistic discipline, and all aspects of visual design as relates to games. Currently working within the games industry at a respected Brighton app & animation studio.

KEY SKILLS

- Expert knowledge of Photoshop
- Confident user of Maya & Zbrush, understanding of real-time asset creation pipelines
- Proficient with animation in both 3d (Maya) and 2d (After Effects, Flash)
- Strong understanding of form, light, colour, perspective, composition and anatomy
- Experienced team player, including leadership and management roles
- Confident in learning and applying new software quickly and effectively

PROFESSIONAL EXPERIENCE

Plug-In Media (Nov 16 – Current)

Junior Artist

At Plug-In Media, my work is focused on producing concepts and artwork for 2D and 3D apps for clients such as Nickelodeon, the BBC and Fisher Price. My responsibilities include:

- Various aspects of 2D art production (concepting, storyboarding, in-game assets, UI/UX)
- Texturing and associated 3D tasks
- Assisting in the brainstorming of new game concepts and user experiences.

The Secret Police (May 16 – Aug 16)

Freelance Game Artist

This role involved producing 2D characters for The Secret Police's upcoming mobile RPG *Dragon's Watch*. My responsibilities included:

- Designing original, exciting character concepts in co-ordination with the Art Director
- Producing character assemblies in Photoshop, ready for animation

Great War Dundee (Jun 15 – Sep 15)

Artist and Designer

During this internship at Abertay, I joined a small team as the sole artist in producing an interactive documentary exploring Dundee's contribution to World War 1, as part of the Great War Dundee project. My responsibilities included:

- 2D asset design and production (sprites and animations, textures, UI, UX design)
- Video production and editing in After Effects
- Presentation of our work to large audiences at the project launch, including HRH The Prince of Wales and Scotland's First Minister Nicola Sturgeon

EUCROMA (Jan 15 – Jun 15)

Concept Artist (Scholarship)

I was awarded a Sony-funded place on this 5 month scholarship at the European Cross Media Academy in Denmark. I worked with a 12-person multi-disciplinary team to pre-produce a game and animation series based on a single coherent storyworld, culminating in a showcase of our work at Nordic Game Jam 2015. My role within the team included:

- Responsibility for establishing the visual identity of a storyworld, including characters, environments and props, in collaboration with the Production Designer and Storyworld Director
- Responsibility for storyboard creation in collaboration with the Animation Director

- Responsibility for matte and texture painting in collaboration with the 3D Lead Artist
- Working to tight deadlines with a mixed team of professionals and students with a range of expertise, demonstrating efficient communication and collaboration
- Pitching to industry professionals from Sony, Ubisoft and Lego, and reshaping our project according to feedback

Kidzcare (Jun 10 – Jun 13)

Office Manager

I began working for this Edinburgh based childcare provider as an Admin Assistant, and within six months was promoted to Office Manager. As the face of the company to many clients and staff, I employed exceptional people skills and a reliable and trustworthy attitude. My broad remit included:

- Responsibility for company payroll, fee calculation, billing and client accounts
- HR functions such as recruitment and administrative management of over 250 employees
- Direct management of two Admin Assistants

Children in Scotland (Aug 09 – Jun 10)

Artist and Designer

I was commissioned by this Edinburgh based charity to create an educational comic, distributed to 30,000 primary and secondary school students and their teachers across Scotland. This involved:

- Working to a challenging brief and within strict deadlines in close collaboration with the charity's director
- Designing unique characters with broad audience appeal

ACADEMIC EXPERIENCE

Abertay University (Sep 13 – Jun 16)

Computer Arts BA, 1st Class Honours

During my time at Abertay University I honed my existing traditional and digital art skills while developing greater understanding of 3D asset creation and animation pipelines. Key skills and achievements I gained include:

- Further enhancing my digital painting quality and efficiency
- Developing proficiency in 3D modelling, sculpting and animation
- Producing assets for and building games in both Flash and Unity
- Participating in multiple team-based projects where professionalism and communication were key while gaining experience in leadership and project planning
- Participating in several game jams gaining experience in efficient teamwork and rapid prototyping
- Awarded the Artistic Achievement Award from The Chinese Room at graduation.

Edinburgh College of Art (Sep 06 – Jun 09)

Illustration BA, 2nd Class Honours (Upper Division)

My training at ECA helped me develop and bring to a professional level both my traditional and digital art skills. Here I gained a strong understanding of artistic fundamentals and developed an efficient and clear drafting ability, while enhancing my understanding and passion for visual narrative. In addition to core illustration practice I undertook additional modules in graphic design, animation and print making.

HOBBIES AND INTERESTS

Aside from drawing and painting outwith my professional practice, I am hugely passionate about games as a player. I am also interested in film and literature and enjoy creating my own music. I find life drawing a hugely valuable and rewarding practice and have been taking part in classes in and out of University since 2006. I am lucky enough to have travelled around the world and am passionate about exploring foreign cultures and bringing their influences to my work.