



Cade Cook

artstation.com/artist/cadecook

cadecook.com

Summary

Multidisciplinary Designer with seven years of professional experience in video game and graphic design

Media Arts and Animation graduate with three years of experience working on both team-based and individual creative projects across a range of various media

Education

The Art Institute of Dallas 2009 - 2012

- Bachelor of Fine Arts in Media Arts and Animation (June 2012)
- 3.9 GPA
- Awarded Media Arts and Animation Outstanding Graduate (Best Portfolio)

Lubbock Christian University 2008 - 2009

- Basic undergraduate classes

Software

Photoshop, Illustrator, InDesign, After Effects, Premier, Media Encoder, 3ds Max, Maya, ZBrush, KeyShot, Quixel Suite, Unreal Development Kit, xNormal, Word, PowerPoint, Wrike, Jira

Skill Set

Formal education in and knowledge of art and design

Extensive knowledge of 3D modeling, texturing, and rendering

Proficiency in a number of 2D and 3D applications

Experience shooting and editing video

Ability to work well autonomously

Receive critique well and implement feedback in a timely manner

Strong verbal and written communication skills

Willingness to work above and beyond what is required

Eagerness to learn and to teach

Professional Experience

Multimedia Designer - Texas Tech Credit Union | Lubbock, TX | 2017 - Present

- Created and managed 2D and 3D animations for large multi-screen displays
- Designed/laid out documents for print and digital, ranging from multi-page annual reports to email images
- Designed coordinating vehicle wraps for a company truck and tailgate trailer
- Generated visuals for award-winning presentations
- Assisted with consulting for website design and layout
- Managed website content
- Helped develop a refreshed brand image

Environment Artist - Interceptor Entertainment/Slipgate Studios | Lubbock, TX (studio is based in Denmark) | 2012 - 2017

- Modeled and textured numerous hard-surface and organic assets (vehicles, foliage, rocks, modular architectural elements, seamless textures, etc.) for a wide range of environment types and styles
- Imported assets into the game engine, set up texture maps in base materials, and fine-tuned materials at a per-asset level
- Helped establish folder structures for organization of assets inside the engine
- Worked with a variety of industry-standard software to achieve high quality end results
- Managed time to continually meet tight deadlines without sacrificing quality of work

Awards

Texas Tech Credit Union
Employee of the Year - 2018

Texas Tech Credit Union
Employee of the Quarter - 2018

The Art Institute of Dallas Media Arts and Animation
Outstanding Graduate (Best Portfolio) - 2012

The Art Institute of Dallas
President's Club - 2009 through 2011

Boy Scouts of America Eagle Scout - 2004