

# CADE COOK 3D MODELING

CADECOOK3D@GMAIL.COM

WWW.CADECOOK.COM

## SUMMARY:

- Media Arts and Animation graduate with three years experience working on both team-based and individual creative projects
- Eager to learn and work as a contributing member of a team that creates the highest quality art

## EDUCATION:

The Art Institute of Dallas, Dallas, Texas

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

Lubbock Christian University, Lubbock, Texas

- Basic undergraduate classes 2008-2009

## SOFTWARE:

- Autodesk 3DS Max
- Adobe Photoshop
- Marmoset Toolbag
- Autodesk Maya
- Pixologic ZBrush
- Adobe Flash, Dreamweaver, After Effects
- Unreal Development Kit
- xNormal
- Microsoft Word and Powerpoint

## SKILL SET:

- High poly hard-surface and organic modeling
- Low poly modeling, unwrapping, and texturing
- Rendering in Mental Ray
- Knowledge of PC and Mac hardware platforms
- Well organized
- Strong verbal and written communication skills
- Willingness to work above and beyond what is required

## WORK EXPERIENCE:

- **Student Teacher – Three Dimensional Design Class** 2009  
Lubbock Christian University, Lubbock, Texas
  - Constructed weekly demonstrations regarding basic modeling and animation techniques in Autodesk Maya to present to peers
  - Walked through demos in front of class and answered questions
  - Aided and troubleshoot issues students ran into while working on individual projects
- **Intern** 2009  
JP's Fundwear (print shop), Lubbock, Texas
  - Generated templates to display previsualization of t-shirt designs
  - Created designs in Adobe Illustrator to be printed
  - Worked on multiple projects a day under strict deadlines

## AWARDS:

- The Art Institute of Dallas President's Club 2009-2011
- ATC Scholarship for Digital Graphics 2008
- Boy Scouts of America Eagle Scout 2004