



ADAM COHEN

SETUP ARTIST

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Objective

To further enhance my professional experience in positions as a rigger, character or creature TD, as well as a visual effects artist in the game, animation or VFX industries.

Projects

"Darkest of Days," 8monkey Labs

Cedar Falls, IA

Character Rigger

May 2007 – Dec 2008

- Character rigger on AAA FPS "Darkest of Days" developed by 8monkey Labs, released Sept 2009.

"Everything Obsolete," Group Hug

Productions

San Francisco, CA

TD/Character Setup

Mar 2007 – Apr 2007

- Character TD on CG short developed by Group Hug Productions for PBS

Education

Full Sail University

Winter Park, FL

Associate of Science Degree in Computer Animation

Oct 2006

The College of William & Mary

Williamsburg, VA

Bachelor of Science Degree in Physics

Jun 2000

Gear

- Maya
- Photoshop
- Shake
- Motion
- Final Cut Pro
- Adobe Premiere
- ActionScript & C++

Skills

- Character Setup/Rigging
- Environment & Prop Setup/Rigging
- MEL Scripting
- Hair & Particle Dynamics
- Character Animation
- Compositing
- Troubleshooting

Work Experience

8monkey Labs

Cedar Falls, IA

Character Rigger

May 2007 – Dec 2008

- Successfully completed contract to rig and skin game models, props, and environment pieces for AAA FPS "Darkest of Days."

Artix Entertainment, LLC

Land O' Lakes, FL

QA Lead & Analyst

Jan 2005 – Nov 2008

- Co-managed QA team for "AdventureQuest," Flash-based online game
 - Tested, debugged and recoded for "AdventureQuest"
 - Designed and implemented adjustments to gameplay for playability and balance
 - Designed, wrote, and developed new content
 - Provided customer service through online message boards
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