



# Chris Cook

## Curriculum Vitae



### Contact information

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### Profile

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I am an aspiring visual effects artist with a passion for 3D modelling and compositing. I am Mature, hardworking and enthusiastic person with a great eye for detail and a creative flair. I am looking to advance my career in a professional and creative environment where I can continue to develop new skills. I began creating 3D scenes years prior to beginning my degree and enjoy creating animations, shooting live action footage and compositing it all together. I am competent in the use of several modelling applications including, 3D Studio Max and Maya and have a basic understanding of Mudbox and Z-Brush.

### Education

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Anglia Ruskin University 2006 - 2009  
**First class BSc (Hons) Computer Aided Visualisation,**  
Awarded the Reginald Olive memorial prize for most promising student

I have recently completed an 8 week training course with Steve Wright in Nuke compositing.

I was a dedicated and diligent student who achieved high grades in all modules while completing several personal projects and freelance work at the same time. Some of the modules I completed include:

Module Title	Award
3D Virtual Environments	- 92%
3D Modelling	- 80%
Matchmoving and Digital Compositing (Dissertation)	- 71%
Generic Software (Photoshop etc...)	- 80%

For my dissertation, entitled 'Matchmoving and Digital Compositing' I explored the use of node based compositing packages and camera tracking software and was awarded a First class mark.

### Software capabilities

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I have experience using many 3D applications for both rigid and soft body modelling and I am also a competent compositor using a variety of nodal and linear compositing programmes.

The programmes I am most proficient in using include:

3D Studio Max	Nuke	Flash
Maya	Fusion	Illustrator
Photoshop	PF Track	Premier Pro
After Effects	Boujou	MS Office

## Professional history

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### **ArtVPS, Cambridge,**

3D Artist / Test Engineer, February 2009 - Present:

My role is to produce 3D artwork for use in marketing material for our new renderer. As well as producing the artwork I am then responsible for scrutinising all my work for flaws in the rendered image to ensure our product is presented in the highest possible light. Upon identifying any bugs I report this to development team and negotiate the timeline for a fix to be implemented.

My role also includes preparing and delivering a weekly report to our board of investors. I am also part of the team responsible for enhancing scenes provided by users in the forums to show the true potential of the software and educate the community on how to get the most out of our renderer.

During this role I have developed strong analytical skills, learnt to manage my own projects, work to tight deadlines under pressure and I have gained valuable team work and reporting skills.

### **Freelance Employment**

Sept 2006 - March 2009 - Film producer and post production specialist.

During my degree I worked with a fellow student making films and animations for company adverts, technology expositions and actor showreels. My role included production of animated 3D story boards, which were used to help secure contracts and to help the cast and crew to visualise a project, which often saved companies both time and money. I was also responsible for creating and compositing any post production effects that were needed, these varied from simple muzzle flashes, chroma keying, right up to complex environment and scene replacement.

### **Aug 08, Performance Direct**

This included story boarding, casting, filming and editing to produce an advert suited to the company and their target market. The advert was shown to over 133,000 people at the 2008 Top Gear MPH show at Earls Court and Birmingham NEC.

### **Sept 06, - March 09, Actor Showreels**

Working with demanding clients to produce industry standard audition showreels. Listening to and advising clients to collate their most promising pieces of work into a professional showreel.

### **2007 – 2009 Graphic and Web Design**

Whilst studying for my degree I undertook a number of professional design projects that included:

- Branding, designing and implement marketing campaigns website for Essex hairdressers.com.
- Complete re-brand of Property Stop Ltd Estate Agents.
- Design and creation of all Flash adverts required by customers of CM2 Web Solutions Ltd.

## Interests

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In my spare time, as well as creating 3D scenes and animations, I enjoy playing golf, going to festivals, photography and going to the cinema. I am a quick learner and like to challenge myself to learn new skills and I have recently begun to learn to speak Mandarin.

## References

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