

Jessica Nicole Cookston

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3D and 2D Artist

CONTACT

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jessicanicole3D.com

Work Experience

Digital Artist for Intuitive Research and Technology Corporation

May 2017 - Present

Responsible for accurate, 3D model recreations of real world objects to be used in real time and prerendered products. Works directly within Unreal Engine importing assets and creating materials and particle systems to build immersive VR applications. Helped introduce and implement a streamlined pipeline for the art team. Interfaced with customers to create tasking for projects as well as providing accurate estimates for project times and costs.

Contracted Modeler for Lavaboos Studios LLC

December 2016 - January 2017

Worked on a given timeline to create concepts for assets then modeled, rigged, and animated said assets for use in real time.

Education

University of Alabama in Huntsville

Bachelor's of Fine Arts with a Concentration in Digital Animation

GPA: 3.9 - Honor's College, Summa Cum Laude

January 2015 - December 2018

Related Experience

Global Game Jam Huntsville Organizer

January 2015 - Present

Shanty Jam Game Jam Organizer

September 2016 - December 2018

Program Skills

Maya

ZBrush

Substance Painter

3D Coat

Adobe Creative Cloud

Unreal Engine

Git and other Source Control Softwares

Redmine and other Task Management Softwares