

Jessica Cookston

3D Character Artist

CONTACT

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Work Experience

Character Artist (2D) Contract for Lazer Bread Games

December 2018 - Present

Design and create character assets for the upcoming visual novel Potato Paradox Plus. Also responsible for creating marketing materials such as logos, trailers, and banners for projects.

Freelance Character Artist - Various

January 2021 - Present

Working independently with various clients to create assets for projects on a contract by contract basis.

Digital Artist (3D & 2D) Full Time for Intuitive Research and Technology Corporation

May 2017 - December 2020

Responsible for creating accurate 3D models of real world objects to be used in real time and prerendered products. Worked directly within Unreal Engine and Unity importing assets and created materials and particle systems to build immersive VR applications. Introduced and implemented a streamlined pipeline for the art team. Discussed with customers to create tasking for projects as well as provided accurate estimates for project times and costs.

3D Artist Contract for Lavaboos Studios

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

Program Skills

Maya

Unreal Engine

Substance Painter

3D Coat

Marmoset Toolbag

ZBrush

Adobe Creative Cloud Suite