CHRIS COOK

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SUMMARY

Veteran animator with over 18 years of industry experience and multiple high-profile titles shipped. Extensive engine-side knowledge and experience creating animation state-flows and designing/building animation systems to support gameplay.

WORK EXPERIENCE

Senior Animator (Contract) *(May 2019 – October 2024)*

Improbable / Inflexion Games – Edmonton, AB

- Hand-key animated characters and assets for use in AA PC-only title 'Nightingale'.
- Handled all player-focused Animation Graph development and assisted with NPC graph development.
- Handled designing and implementing multiple complex animation systems (such as general traversal, climbing, gliding, camera constraints) for a multiplayer enabled title.
- Assisted in cinematic work (character animation, shot layout, camera animation) for marketing.
- Assisted design in the development of Gameplay Abilities using Unreal Engine's GAS framework for proper replicated animation playback.

Titles:

Nightingale (2019-2024)
- Self-published by Inflexion Games
- Released February 20th, 2024

Senior Animator *(July 2012 – April 2019)*

BioWare – Edmonton, AB

- Hand-key animated characters and assets for use in multiple AAA projects on the Xbox One, PlayStation 4, and PC platforms, with a focus on large creatures and player/party traversal.
- Assisted and directed motion capture sessions using in-house inertial motion-capture system, as well as directing motion shoots at EA's Redwood Shores optical motion-capture facility.
- Worked with design and engineering to implement advanced movement systems, and spearhead motion-matching use in then-current titles.
- Built and maintained player and creature animation state-machines for high-quality gameplay-driven animation performances.

Titles:

Dragon Age: Dreadwolf (2018-2019)
- Published by Electronic Arts.

- Tentative release date of October 31st, 2024.

Anthem (2014-2018)
- Published by Electronic Arts.
- Released February 22nd, 2019

Dragon Age: Inquisition (2012 - 2014)
- Published by Electronic Arts.
- Released November 18th, 2014.
- Awarded numerous Game of the Year awards by respected gaming publications.

Lead Cinematic Animator (Contract) *(February 2012 – May 2012)*
Phosphor Games – Chicago, Illinois
- Animated characters (hand-key and motion capture) and cinematic camera sequences for Nintendo Wii projects.
- Cleaned up and transferred mocap data from in-house Vicon system using Blade software package.
- Lead and trained a small three-person team to handle all cinematic animation requirements for two quick-turnaround projects.

Titles:
Cabela's Dangerous Hunts 2013 (2012)
- Published by Activision.

Men in Black: Alien Crisis (2012)
- Published by Activision.

Animator *(July 2006 – December 2011)*
Day 1 Studios - Chicago, Illinois

- Animated characters and assets for use in AAA games on the Xbox 360, PlayStation 3, and PC platforms.
- Rigged and exported models for in-game and cinematic use.
- Created, implemented, and maintained animation graphs used to control animations in-engine.
- Assisted in the planning, storyboarding, and implementation of cinematic sequences.
- Directed and acted for in-house motion-capture sessions using XSens/Moven inertial motion capture system. Assisted in directing out-of-house optical motion-capture sessions.
- Transferred, cleaned, and polished motion capture data from optical and inertial motion-capture sessions onto game-ready assets using MotionBuilder.
- Worked with designers and engineers to rapidly prototype new game-play mechanics and animation systems.

- Assisted and trained junior animators on in-house tools and pipeline practices, as well as setup, operation, and maintenance of the XSens/Moven motion capture system.
- Maintained internal documentation on tools and pipeline practices.

Titles:

Fracture (2006 - 2008)
- Published by LucasArts.
- Released October 7, 2008.

3rd-Person Fantasy Action-Adventure Title (2008 - 2009)
- Unannounced, published by THQ.
- Canceled in Spring 2009

F.E.A.R. 3 (2009 - 2011)
- Published by Warner Brothers.
- Released June 21, 2011.

3rd-Person Sci-Fi Stealth-Action Title (2011)
- Unannounced, published by Konami.
- Canceled in December 2011.

EDUCATION

Savannah College of Art and Design *(2001 - 2004)*
- Bachelor's Degree in 3D Character Animation
- GPA: 3.65
- Graduated Cum Laude

Roane State Community College *(1998 - 2001)*
- Pursued 3D Computer Art and Multimedia Studies before transferring to SCAD.
- Awarded 1999 RSCC Art Department Scholarship based on performance and portfolio.

PROFESSIONAL ACTIVITIES

- Active indie developer for fun and continued learning.
- Active in online communities for game development and Unreal Engine.
- Multi-year AIAS Character Performance panelist.

SOFTWARE SKILLS AND PROFICIENCIES

Software

- Maya / MotionBuilder (10+ years)
- Unreal Engine (8+ years), Frostbite / ANT (6 years), Unity (3+ years)
- Adobe Suite (Photoshop, Premiere, After Effects, Flash, Illustrator)

Programming / Scripting Languages

- Intermediate knowledge in C++ and coding for Unreal Engine.
- Prior project contributions with C# / Lua / ActionScript.

PROFESSIONAL SKILLS

- 3D Character Animation (Keyframe and Motion-Capture)
- State-Machine Design
- Animation System Design
- Cinematic Animation
- Video Editing / Postproduction

REFERENCES

Available on request.