

Caryn Cook

Lead Visual Effects Artist

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Portfolio:
[Demo Reel](#)
[Linkedin](#)

My objective is to obtain a high impact role as a Lead/Principal Visual Effects Artist, to contribute to the creation of next-gen real-time effects while working in a collaborative, creative environment.

Lead Visual Effects Artist - October 2023 - October 2024

Principal Visual Effects Artist - July 2022 - October 2023

Cold Iron Studios - *Unannounced Project*

- Leading a team of VFX artists, providing feedback to facilitate the creation of quality and visually consistent visual effects that support clear and focused gameplay.
- Defining and supporting VFX art pillars, technical needs and constraints, best practices and maintaining documentation.
- Identifying and prioritizing task breakdowns for all VFX needs across the entire project along with creating holistic scope and time estimates.
- Collaborating with production and other departmental Leads to create and execute an effective project plan.
- Spearheading VFX R&D efforts in Unreal, Niagara, and Houdini.
- Creation and integration of VFX for abilities, weapons, environmental VFX, sequences along with managing VFX systems such as damage and surface impacts and status effects.

Senior Visual Effects Artist - February 2022 - July 2022

Blind Squirrel Games - *New World*

- Created visual effects for creatures' combat abilities across a variety of element types.

Senior Visual Effects Artist April 2020 – Oct 2021 // **Visual Effects Artist**, April 2018 – 2020

Sony San Mateo: Pixelopus - *Concrete Genie* // *Unannounced PS5 Project*

- Visual Development for key combat, character and gameplay Visual Effects.
- Establishing the project's Visual Effects pipeline, structure and best practices.
- Created VFX in Cascade, Niagara, Houdini and EmberGen.
- Engineered custom Niagara modules for expanded Visual Effects functionality in Unreal 5.
- Creation of highly customisable Visual Effects for gameplay scenarios.
- Constructing materials, models and creative UVs usage to create layered complex effects.
- Optimization of visual effects to run on the targeted platform with virtual reality hardware.

Visual Effects Artist, June 2017 – December 2017

Sony Santa Monica - *God of War*

- Creating real-time visual effects for use within a physically based rendering pipeline.
- Targeted optimization of visual effects for the *Playstation 4* platform.
- Minimizing batches, reducing memory usage while maintaining quality effects.
- Collaborate with the design team to effectively communicate gameplay via visual effects.
- Designing effects based on communication with Directors and Visual Effects Lead.
- Technical troubleshooting of issues arising from visual effects.
- Creating materials for visual effects that sustain multiple lighting scenarios.

Technical Artist, July 2016 – June 2017

Digital Domain Interactive - *The Monkey King* // *Voltron VR Chronicles*

- Creating hand painted and animated visual effects for characters and environments.
- Optimization of visual effects for the *Playstation 4* and *Vive* platforms.
- Communicating with the Art Director to set a VFX style matching the project's tone.
- Creating triggers and animations for visual effects to sync with in-game cutscenes.

Technical Artist & 3D Artist, November 2013 – July 2016

The Bartlet Jones Supernatural Detective Agency - *Drawn To Death*

Skills:

Visual Effects
Simulations
2D FX Animation
Texturing
Hard Surface &
Organic Modeling
Rigging
Animation
Lighting
UV Mapping
Scripting
Problem Solving
Optimization
Pipeline/Workflow
Scope Planning &
Prioritization
Cross-Department
Collaboration

Applications:

Maya
UnrealEngine 4/5
Cascade & Niagara
Houdini
EmberGen
Photoshop
Unity
ZBrush
In Design
Perforce
Jira
Source Tree
Final Cut Pro
Premiere

Languages:

HTML
Python
MEL
Max Script

- Achieves balance between technical restraints and both art and design's creative vision.
- Optimization of levels and visual effects for the *Playstation 4* platform.
- Establishing the pipeline for level creation and integration.
- Builds gameplay segments through node-based programming.
- Modeling and rigging environments, weapons and props.
- Creating the lighting, design and providing technical animation for levels.

Technical Director, June 2012 – June 2013

Digital Domain - *The Bureau: XCOM Declassified* // *Batman Arkham: Origins*

- Modeled, textured and animated assets for use in in-game cinematics.
- Creating visual effects inside Unreal Engine's Cascade.
- Creating events and in-game cinematics from scene creation to final scene delivery.
- Writing tools for animation and exportation of assets utilizing Maxscript.
- Troubleshooting cameras, rigs, props, vehicles and animations in Unreal and 3DSMax.

Education:

Bachelor of Science in Game Art, July 2010

Full Sail University, Winter Park, FL

Honors and Awards:

Girls Make Games // Event Speaker 2020

God of War: Paris Games Week Trailer // Visual Effects Work Featured, 2017

Women in Games Development Panel // Winter GameFest, IGDA, 2016

Entertainment & Media Industry: Scholarship for Women // Full Sail University, 2008

CG Animation Short, 3rd Place // San Diego County Fair Student Showcase, 2008