Brandon Cook

3D GENERALIST

EDUCATION

Florida State University

*BA in Animation & Digital Arts,
Tallahassee Florida*

Broward College

*AA in Graphic Design,
Davie, Florida*

BUSINESS OBJECTIVE

Trained in the disciplines of photography, filmmaking, and digital arts, I'm prepared to collaborate with VR, AR, VFX and 3D animation teams to produce content and solve creative problems that arise in post production, gaming or VR pipelines.

AWARDS, FOCUSES & ACHIEVEMENTS

-Digitech 2015 Exhibitor: Presented a project combining 3D printers, quadcopters, and visual effects.
-Experienced with 3D printing
-Avid aerial videographer and entrepreneur - - used high frame rate UHD video to construct models using photogrammetry.

CONTACT

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References available on request

CAREER HISTORY

Tech Artist

Microsoft (11/2018-Present)

Supporting client integration of Microsoft Mixed Reality Holograms in productions and assisting with tool creation and troubleshooting. Testing and implementing 3D workflows aimed at ushering volumetric content through the pipeline, using Maya & Nuke; targeting VR, AR, MR final output in Unity game engine and WebXR.

Lighting Artist

Hogarth Worldwide (05/2018 - 11/2018)

Lit and rendered high resolution still frame images with creative directions given from client's Hardware Art Directors. Supported a team of lighting artists and supervisors to deliver final product images while adhering to a strict visual style.
Client: Apple

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Lytro (1/2017 - 3/2018)

Assisted post production team to wrangle and composite lightfield content from initial capture to final playback in VR/AR devices. As well as, 3D asset creation of photoreal and stylized environments in Maya from concept to render. Captured and output photogrammetry data and convert to 3D package. Rendered in VRay, Maxwell and Unity

Graphic Designer

Lumin Health (1/2016 - 1/2017)

Collaborated with practice managers to supply business cards, flyers, tri-fold brochures, posters, banners to effectively market services. Created designs, concepts, and sample layouts.

ABILITIES AND SUITE SKILLS

- Team player
- Problem solver and troubleshooter
- Attention to detail

WORKFLOWS:
- Photogrammetry
- 3D Modeling, Texturing
- Shading, Lighting, Rendering
- Animation
- Compositing

SOFTWARE:
- Maya
- VRay
- Reality Capture
- Unity
- Nuke
- Adobe Suite (Photoshop, After Effects, Premiere, Illustrator,etc.)
- Intermediate Python
- Intermediate C++