

# Dan Cole

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## Objective

Seeking a position where my creative, technical, and problem solving skills will contribute to team and company success and offer an opportunity to develop further.

## Artistic Intent

As an artist, I strive to communicate through detail. My goal is to create excellence through accurate realistic and/or stylistic description. I remain true to the concept/vision, contributing assets that are a seamless, consistent part of the game as a whole. I am committed to exploring innovation, enhancing my artistic versatility, and constantly improving and refining my techniques. My personal passions include photography, the art of special effects, and the mechanics of animation across a broad range of genres.

## Summary of Qualifications

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### Art

- Environments/Props: Concepting, Modeling, Texture, Animation
- Characters: Modeling, Rigging, Weighting, Animation
- Effects: Design, Emitter Parameters, and Sprite Creation
- Next Generation: Low/High Modeling for Normal Maps, 2D Generated Normal Maps, Advanced Shader Networks

### Technology

- Advanced skill set in art-related software including Discreet Maya 7, Adobe Photoshop CS2, and Epic Unreal Editor 3
- Adept at learning, utilizing, and working to enhance both in-house and commercial software
- Highly skilled at creating, managing, and working within source control and file structure environments

### Professional

- Equally proficient with team oriented, autonomous, and leadership positions
- Comfortable sharing knowledge, as well as giving and receiving constructive criticism
- Consistently accomplish clean, thorough, and professional work through acute attention to detail and efficient production techniques
- Work well under deadlines

## Experience

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Cranky Pants Games <i>Evil Dead Regeneration</i>	Kirkland, WA	03/04 - 06/06
Beep Industries <i>Voodoo Vince</i>	Kirkland, WA	12/01 - 08/03
Cavedog / Humongous Entertainment <i>Total Annihilation: The Core Contingency</i> <i>Total Annihilation: Kingdoms</i> <i>Total Annihilation: Kingdoms - Iron Plague</i> <i>Backyard Baseball</i> <i>Backyard NBA Basketball</i> <i>Moonbase Commander</i>	Bothell, WA	01/98 - 12/01

## Education

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Art Institute of Seattle, Seattle, WA <i>Associate of Arts in Computer Animation</i> <i>Graduated with Honors</i>	06/95 - 03/97
University of Washington, Seattle, WA <i>Focus on Graphic Design</i>	09/93 - 03/95