



# ADAM COHEN

## SETUP ARTIST

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### Objective

To further enhance my professional experience in positions as a rigger, character or creature TD, as well as a visual effects artist in the game, animation or VFX industries.

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### Projects

#### "Darkest of Days," 8monkey Labs

Cedar Falls, IA

#### Character Rigger

May 2007 – Dec 2009

- Character rigger on AAA FPS "Darkest of Days" developed by 8monkey Labs, released Sept 2009.

#### "Everything Obsolete," Group Hug

#### Productions

San Francisco, CA

#### TD/Character Setup

Mar 2007 – Apr 2007

- Character TD on CG short developed by Group Hug Productions for PBS

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### Education

#### Full Sail University

Winter Park, FL

Associate of Science Degree in Computer Animation

Oct 2006

#### The College of William & Mary

Williamsburg, VA

Bachelor of Science Degree in Physics

Jun 2000

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### Gear

- Maya
- 3D Studio Max
- Photoshop
- Shake
- Motion
- Final Cut Pro
- ActionScript & C++

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### Skills

- Character Setup/Rigging
- Environment & Prop Setup/Rigging
- MEL Scripting
- Hair & Particle Dynamics
- Character Animation
- Compositing
- Troubleshooting

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### Work Experience

#### 8monkey Labs

Cedar Falls, IA

#### Character Rigger

May 2007 – Dec 2008

- Successfully completed contract to rig and skin game models, props, and environment pieces for AAA FPS "Darkest of Days."

#### Artix Entertainment, LLC

Land O' Lakes, FL

#### QA Lead & Analyst

Jan 2005 – Nov 2008

- Co-managed QA team for "AdventureQuest," Flash-based online game
  - Tested, debugged and recoded for "AdventureQuest"
  - Designed and implemented adjustments to gameplay for playability and balance
  - Designed, wrote, and developed new content
  - Provided customer service through online message boards
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