

# Caitlin G Cooke

2D Artist for Film and Games

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## Art Experience

### **Beach Day Studios, Portland - Game Artist (Contract)**

January 2020 - Present

Designing new mobile game assets, UI, and characters for 3D along with pitching new game ideas complete with a library of concepts.

### **ARISE Gallery, San Francisco - Visual Artist**

May 2019 - July 2019

Creation of pieces and display prints that showcase my own style for sale and working with creative directors.

### **Capsules Book, Melbourne AUS - Illustrator**

February 2019 - Present

Illustrating pieces that showcase my own style for print and working with a creator director.

### **Independent Developer, Remote - Player One Lead**

October 2018 - January 2019

As the lead for the player one character, sprite sheets were adapted from designs for clarity and intrigue.

### **Independent Developer, Remote - Concept Artist**

June 2017 - December 2017

Experimenting with styles of character and environments for a traditional animated space adventure short.

### **EdventureMore, San Francisco - Unity Instructor**

May 2015- August 2016

Teaching pre-teens the basics of Unity, the capabilities of the software, and game development from start to finish.

## SKILLS

2D Animation  
Concept Design  
Digital Painting  
Matte Painting

## PROGRAMS

Harmony  
Photoshop  
Blender

## EDUCATION

**Edinboro University,**  
Edinboro PA

*BFA in Applied Media Arts*

August 2008- December 2012

A focus of acting and film production in Traditional Animation with training concepts, designs, storytelling, and editing.