

# Coby Schouten

3D Artist/Animator



## CONTACT

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🌐 CobySchouten.com

## SKILLS

### + PROFESSIONAL

- 3D Modeling
  - UVing
  - Texturing
  - Hard Surface
  - Environment
  - Character
- 3D Animation
  - Cinematics
  - Games
  - Character

## TOOLS

### + SOFTWARE

- Maya
- 3ds Max
- Substance Painter
- Unreal Engine
- Photoshop
- Illustrator
- After Effects
- Zbrush

## WORK EXPERIENCE

### Senior Artist | WisEngineering

March 2019 | Present

Created 3d models and character animations for various VR games and trainers using the Unreal Engine for the Oculus Quest and HTC Vive.

- Modeled a toon styled environment based on a real world location
- Modeled a stylize Egyptian tomb room and brought it into the Unreal Engine
- Animated character attack animations for a 3D beat'em up side scroller asset pack

### 3D Animator and Game Asset Creator | US Army, contracted via Wisengineering

July 2011 | March 2019

Animating characters and modeling to scale 3D mechanical parts for a Unity based maintenance trainer game for the U.S. Army.

- Modeled to scale realistic parts for mobile howitzers and personnel carrier vehicles
- Created After Effects videos showcasing prototypes and ideas for the US military
- Created maintenance trainers using 3D animations and Adobe Captivate
- Animated 3D soldier characters performing maintenance tasks for our 3D trainers

### 3D Animation Intern | Carnegie Mellon's Entertainment Technology Center

May 2009 | June 2009

Worked on a group based project made in 3D Studio Max to animate different spaceships for ETC's Space Bridge.

- Animated custom rigs of different spaceships
- Worked closely with experienced professors other animators and designers
- Each ship was given its own unique personality through the animation
- Learned from teaming up with fellow animators on how to work in a group setting

## EDUCATION

BA of Science, Media Arts and Animation  
The Art Institute of Pittsburgh  
2005 - 2009

Graphic Design and Print Communication  
Sussex County Technical High School

## VOLUNTEER

- Showcased VR technologies during the Liberty Science Center STEM outreach events
- Hosted panels at conventions about what 3D printing is and how to get into the medium
- Helped work at free crafting workshops at conventions and public libraries