

# Bryan Cohen



**BRYAN COHEN**  
ENVIRONMENT ARTIST  
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## **Objective**

To pursue a position as an Environment Artist.

## **Education**

Full Sail - Winter Park, FL  
Bachelor of Science Degree in Computer Animation  
Graduation Date: November 2, 2007

## **Academic Experience**

- "Unreal Level" - Level Designer
  - Multiplayer map using Unreal 2 Engine
  - Modeled, Textured, and Level Creation
  - Use of UnrealEd 2.0
- "Race Day" - Animated Feature
  - Project Lead and Director of Film - Oversaw production on a team of 30 people
  - Selected for Viewing at the Orlando Chapter of Siggraph

## **Skills**

### Artistic

- Skills in Traditional 2D Including: Pencil Drawing, Colored Pencils, Digital Painting
- Knowledge of Modeling, Texturing and Lighting using Mental Ray
- Basic Skills in Compositing and Animating

### Software

- Proficient Use of Maya, Photoshop, Shake
- Use of UnrealEd Level Editor

### Personal/Additional

- Team Lead on Two Major Projects, One Selected for Viewing at Orlando Siggraph
- Excellent People Skills and Ability to work on a Team
- Ability to take Direction and Critiques with Understanding

## **Work History**

Cyberlore Studios    March 2005 - August 2005    Northampton, MA  
Intern  
Worked on hand with Modelers  
Game Testing

Look Memorial Park    March 2003 - August 2005    Florence, MA  
Maritime Experience Operator  
Aided in Operations of Park  
Provided Customer Service and Assisted in Park Functions