

Asia Cowen

3D Generalist / Artist

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(949) 870-7817

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Skills

- Autodesk Maya
- Adobe Photoshop
- Adobe Premiere
- Procreate
- Nomad Sculpt
- Perforce
- Unreal Engine
- Jira
- Live 2D cubism

I possess a solid foundation in 3D modeling, having confidently utilized software such as ZBrush and Nomad Sculpt. This skill set not only enables me to engage in 3D design but also to bridge the gap between 2D and 3D artistic concepts, enriching the creative process.

I am a quick learner, an enthusiastic adopter of new technologies, and a team player with exceptional communication skills. My proficiency in various artistic disciplines, coupled with my ability to adapt and excel in evolving work environments, makes me a valuable asset for any creative or development team.

Experience

Team Grit LLC / 3D Animator

March 2022 - 2023, Remote

- Created a comprehensive 4-directional walk cycles in Maya, imported into Unreal Engine and playtested in-game
- Animated looping melee animations
- Animated rough item consumption loops
- Created IK/FK Switch full-body rigs for two bipedal characters
- Collaborated closely with supervisor to ensure timely completion of tasks and production of necessary deliverables
- Contributed to the development and resolution of animation asset issues as required

Education

DigiPen Institute of Technology / Bachelors of Fine Art

2017 - 2021, Redmond, WA
