



ASIA COWEN

3D Animation / Rigging

Experience

Team Grit (Developer)| Full-Time | Remote - *Animator*

March 2022 - February 2023

- ❖ Animated Left, Right, Forwards and Backwards directional walk cycles in Maya. Imported them into Unreal and added them to respective blendspace/montage
- ❖ Animated looping melee animations (knife, axe, hammer, sickle, and pickaxe)
- ❖ Animated rough looping item consumptions (drinks and bandages)
- ❖ Creating IK/FK switch rigs for male/female characters
- ❖ Adjusting animations to weapon variants using base walk/run/sprint cycles
- ❖ Matching female animations to male animation cycles in maya and Unreal

Contact

- ❖ AsiaBCowen@gmail.com
- ❖ (949)-870-7817
- ❖ ArtByAsia.com

Programs

- ❖ Autodesk Maya
- ❖ Zbrush
- ❖ Adobe Photoshop
- ❖ Adobe Premiere
- ❖ Unreal Engine
- ❖ Unity
- ❖ Procreate

Education

DigiPen Institute of Technology,
Redmond WA

- *Bachelors of Fine Art*

2017 - 2021

Projects

‘In Spirit’, Student Film - *Animator - Technical artist*

2019 - 2020

- ❖ Animated 13 two character acting shots in Maya
- ❖ Rigged complete female character rig with Blendspace facial rig
- ❖ Created and edited nCloth simulation to character clothing in film trailer
- ❖ Minor particle VFX work in Maya (Smoke and dust)
- ❖ Minor render pipeline work using Renderman

‘Moonlit Nightmare’, 2D Platform game - *Animator - Character artist*

2017 - 2018

- ❖ Created 2D Sprite animation cycles in Spine
 - Run, Jump, Bow animation cycles for player
 - Run, attack, jump animation cycle for Enemy
- ❖ Additional Character concept art