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# Asia Cowen

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## SKILLS

- AutoDesk Maya
- Adobe Creative Suite
- Procreate
- Computer assembly/Debug
- Microsoft 365
- Nomad Sculpt
- Perforce - Repository
- Unreal Engine 4
- Jira - Project management
- Live 2D cubism
- Microsoft Powershell
- Python Scripting
- Problem solving and analytical skills
- Adaptable learner
- Research based learning

## EXPERIENCE

### **Grit LLC, (remote) - Gameplay animator**

Feb 2022 - 2023

- 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, Redmond, WA - Bachelors of Fine Arts**

2017 - 2021

## Projects

### **'In Spirit' — 3D animated Film**

- Created 3D Rigs for two bipedal characters in Autodesk Maya
- Animated scenes from storyboards in Autodesk Maya
- Collaborated with team members to meet deadlines
- Constant communication with team members
  - Created and maintained cloth simulation
  - Created 3D fluid VFX for mock up shots
  - Learned and worked with render pipelines using RenderMan