

Jake COOPER

vehicle Artist

CONTACT DETAILS

(+44) 7428184424

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www.creativecooper.co.uk

05/07/1994

SOFTWARE

Max / Maya

Unreal Engine / Unity

Substance Painter

Photoshop / Adobe Suite

Quixel Suite

SKILLS

Teamwork

Leadership

Adaptability

Problem Solving

Presentation Skills

Time Management

Independent Learning

Take Direction

Deliver / Receive Constructive Criticism

INTERESTS

Bodybuilding

Running

Video Games

Hiking

Sci-fi Novels

EXPERIENCE

Frontier Developments / Jan 23' – Present

Critically Acclaimed AAA Park Management Simulation

During my time at Frontier, I've shaped Art workflows, defined benchmarks, collaborated with multiple departments and successfully moved our team from pre-production into full development. I've also assisted with internal and external reviews, writing briefs and feedback for Outsource, whilst contributing with the onboarding of new team members.

Creating content for this project has been, and continues to be, a pleasure.

Full Vehicle Artist / Jan 23' – Present

Dovetail Games / Jan 19' – Jan 23'

Award Winning Simulation Entertainment Software

I had the pleasure of being a Vehicle Artist at one of the leading simulation companies in the world, creating authentic digital hobbies enjoyed by hundreds of thousands of passionate enthusiasts across the globe.

During this time at Dovetail Games, I worked on a whole host of amazing release titles for the Train Sim World franchise and had a hand in creating some incredible DLC content along the way. This allowed me to hone my skills and further develop my passion for hard-surface and vehicles.

Vehicle Artist / Jan 19' – Jan 23'

Rewind / July 15' – Jan 19'

Virtual Reality & Creative Production Agency

Working on a wide range of projects allowed me to experience a diverse spectrum of mediums, including multiple aspects of VR, AR, and Game pipelines. This meant delivering to almost every platform and the ability to shift depending on all the above.

Weapons & props, environment art, world building/ set dressing, lighting & composition, editing & post-production, have all molded me into the artist I am today.

Interim Lead Artist / July 17' – Dec 17'

Realtime Artist / Dec 15' – Jan 19'

Intern / July 15' – Dec 15'

EDUCATION

Mental Health Foundation

2019 – 2022 // Adult Mental Health First Aid

University of Hertfordshire / 3D Games Art

2012 – 2015 // BA Second Class Honours (First Division)

North Warwickshire & Hinckley College / Game Development

2010 – 2012 // Triple Distinction*

St. Thomas More High School

2005 – 2010 // 9 GCSE' s Grade C and Above – Including Art, Graphic Design & IT