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OBJECTIVE To join a company as a 3D Artist. I want to create great 3D models by leveraging my diverse artistic skill-set. I would also like to use my veteran knowledge base to help a company produce beautiful and accurate art assets for in-game use.

EDUCATION BS in Industrial Design/ Cal State University Long Beach

EXPERIENCE **SRG:** Graphic Designer/ Render Artist- June 17th 2011-Present and currently working

- Create custom logos to help identify a company
- Design business cards, product design ideas, flyers, Greeting cards, and invitations.
- Design T-shirts for men and women
- Use of Adobe Illustrator to create Vector Art
- Create 3D renderings in 3D Max for a Business Strategy company
- Made conceptual hand drawings for a product design company

Lakeshore Learning Materials: 3D Environment Artist-June 22nd 2015-Aug 17th 2015

- Create 3D renderings in 3D Strata for Sales presentations
- Made 2D floor plans in Adobe Illustrator
- Made layouts in Adobe InDesign
- Made clipping paths and color corrections for company catalogs

Collision Studios: Senior Environment Artist- Jan 7th 2011-June 17th 2011

Jaws: Ultimate Predator for Wii and Nintendo 3DS

- Created three levels including environment and objects that were used in-game
- Possess strong skills to create realistic textures for models and environments
- Strong UV mapping skills
- Collaborated with design team to refine level layouts according to game-play
- Made 3D models in 3D Studio Max
- Optimized assets to meet both technical and memory constraints
- Used the Vicious Editor
- Mentored Jr. Level team members

Electronic Arts/ Pandemic Studios: World Builder- Aug 15th 2003-Jan 17th 2010

The Saboteur for PS3, Xbox360, and PC

- Worked with mission designers and programmers to figure out game-play spaces and technical limitations
- Excellent written and verbal communication skills
- Set up lighting for the missions I was assigned to
- Translated conceptual art into structurally accurate and proportional 3D models
- Created realistic looking textures using detail and normal maps
- Used Z Brush to make the normal maps
- Optimized areas to increase frame-rate and performance
- Used FED, a proprietary Editor
- Applied damaged states to objects using havoc/ HK hierarchy

Mercenaries II for PS3, Xbox 360

- Modeled and textured buildings and props

Made damage states for destructible buildings

Star Wars Battlefront II for PS2, Xbox, and PC

In charge of shipping 8 space missions

Modeled and textured large ships with damage-states

Worked with programmers to implement asteroids, nebulas, and other space related features

Modeled and textured all space mission interiors and propped out where needed

Star Wars Battlefront I for PS2, Xbox, and PC

Shipped all 1st person weapons and cockpits

Created texture maps from high poly modeling renders

Used concept sketches and reference material to model and texture low and high poly weapons

The 3DO Company: Environment/asset artist- Aug 7th 1999-May 28th 2003

Godai Elemental Force for PS2

Created environments and world assets

Managed team artists to keep the consistency throughout the whole game

Army Men/ Green Rogue for PS2

Created and textured objects and buildings

Made first pass concepts on HUD screens

Army Men/ World War for PC

Modeled and textured buildings and their damage states

Army Men/ Air Tactics for PC

Modeled and textured many free standing objects in the world

Animated projectiles and power-ups

Jacked for PS2, Xbox and Gamecube

Took ownership of an entire leg/ level

Modeled and textured environments, buildings and objects

Cubix for PS2, and Xbox

Modeled and textured buildings, objects, and characters

Leggett and Platt: Product Designer-April 23rd 1997-Feb 7th 1999

Modeled, textured and rendered point of purchase displays for marketing use. I also created and re-created licensed artwork to be printed as posters, signs, and manuals.

SOFTWARE Photoshop, Illustrator, 3D studio Max, XSI, Maya, Zbrush, Crazy Bump, SMED and FED (Which are proprietary in-house game engines), Perforce, Visual Source Safe, Alien Brain, Filezilla, Vicious Editor and Microsoft Office

INTERESTS Hobbies include video games, iPhone/iPad apps, PSP, DS, PS2, music, film, basketball, Football, fantasy football, RC racing, import cars, mountain biking, snowboarding