

# James Cowin

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## EDUCATION

### Southern New Hampshire University

*Bachelor of Arts, Game Art and Development*  
*Minor in Graphic Design*

GPA: 3.76

President's List

President - **Game Design and Development Club**

Manchester, NH

Expected May 2017

## AWARDS, ACHIEVEMENTS, AND CERTIFICATES:

- **2015 Winner of the Best Video Game Award** at the Gamestock video game competition at The Bank of New Hampshire Pavilion
- **2013 National Bronze Medal** winner for SkillsUSA 3D animation competition
- **2013 Statewide Gold Medal** winner for SkillsUSA 3D animation competition

## GAME JAM EXPERIENCE AND PUBLISHED GAMES

Participated in five game jams, finishing in top 3 three times  
2013-2017

President of the SNHU Game Design and Development Club – Organizing weekly meetings and club events as well as giving talks about 3D Art and showcasing projects for feedback

### 24-Hour Game Jam 2015

- Developed a new game concept under the “Awaken” theme where multiple players navigate through the challenges and traps of a dungeon to become the last one standing.
- Utilized 3ds Max and Adobe Photoshop to create the characters, animation, and textures for the game.
- Collaboratively worked on a four-person team to create the game concept, develop game assets and to resolve issues.

### Published Games:

- Fight and Flight: <http://tinyurl.com/fightandflightgame>
- Pavilion Pummel: <http://banknhpavilion.com/games/mhpp/6.30.2015.html>
- Drumroll Please: <http://tinyurl.com/drumrollpleasegame>
- Game Idea generator: <http://tinyurl.com/gameideagenerator>

## DESIGN SKILLS

<b>3D Modeling</b>	3Ds Max, Zbrush, Substance Painter, 3D Coat, Sculptris, XNormal
<b>Graphic Design</b>	Adobe Photoshop, Illustrator, In-Design
<b>Engines and Renderers</b>	Unity 5, Unreal, Marmoset, Sketchfab
<b>Video</b>	Cinema 4D, Adobe After Effects, Final Cut Pro
<b>Skills</b>	Modeling, Retopology, Upwrapping, Texturing, Optimization, Task Management

## WORK EXPERIENCE

### Eagre Games Internship

Artist / Intern

Orono, ME

June 2016 - Present

- Worked remotely with a team to build 3D models from concept art and sketches.
- Created key 3D pieces that would later be used in the final game.
- Responsible for worldbuilding of urban level of game, assembling building interiors and exteriors

*References available upon request*