

# Cameron Coker

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## OBJECTIVE

MFA Graduate with a focus in cinematography and story eager to leverage years of production experience and communication skills into an entry-level 3D layout position to help tell amazing visual stories at a computer animation or game studio.

## EDUCATION

### Texas A&M University College of Architecture College Station, TX

MFA Visualization, Dec. 2016  
BS Visualization, May 2012

## SOFTWARE



## SKILLS

- Visual Storytelling
- Shot Composition
- Animation
- 3D Modeling
- Graphic Design
- Videography
- Python
- C++

## HOBBIES

- Film & Animation
- Video Games
- Graphics
- D&D
- Virtual Reality
- Creative Writing
- Gardening
- Cooking
- Comics
- Percussion

## EXPERIENCE

### Booz | Allen | Hamilton, IMAG Team - Games Producer | Oct. 2018 - Present

Instructional Multimedia and Gaming team which delivers interactive DoD training solutions

- Collaborated with designers, artists, engineers, and instructional designers to successfully deliver multiple PC, Android, iOS, and HTC Vive projects developed in parallel

### Triseum, LLC - Producer | Sept. 2015 - Oct. 2018

Video game studio dedicated to creating high quality learning games for college students

- Credited on four titles, ARTé: Mecenas, Variant: Limits, ARTé: Lumière, and ARTé: Hemut
- Collaborated in the creation of marketing collateral including tutorial and customer testimonial videos, game manuals, trailers, and photographing portraits for company website

### Student film, Project: WAKE - Layout Lead, PM | Dec. 2013 - May 2015

Texas A&M student animation project directed by Kelly Kin

- Recruited by director to recruit other students, manage the project, and act as lead of layout
- Oversaw layout and production of weekly animatics, and assisted with story development

### Animation Course with ReelFX Studios: Not Again - Layout/Story Lead | Summer 2013

Ten-week collaboration with ReelFX Studios to produce a high-quality 30-second animation

- Responsible for storyboards, camera movement and composition for all shots
- Produced weekly animatics for review by ReelFX

### PreVisualization: Rare Model - Rough Layout Lead | Aug. 2015 - May 2016

Previs animation for live action short film, Rare Model

- Responsible for all layout, animation, and lighting for entire 149 shot previs sequence
- Collaborated with script writer and director on story and action
- Worked with director to co-storyboard and convey themes through camera work

### Texas A&M University - Instructor of Record | Jan. 2014 - May 2015

Undergrad studio courses focused on animation, graphics, and game projects

- Collaborated with instructors and TAs to design class structure and activities for 2nd - 4th year students

## ACHIEVEMENTS

### Not Again

2015 | Animated Short, Stuttgart International Film Festival, Stuttgart, Germany

2015 | Nominated Best Animated Short, Southampton Intl. Film Festival, Southampton, England

2015 | Animated Short, Arizona Underground Film Festival, Tucson, AZ

2014 | Animated Short, Texas Independent Film Festival, Texas A&M University

2014 | SIGGRAPH Dailies Presentation, Vancouver, Canada

## ADDITIONAL EXPERIENCE

### Chillennium Game Jam - Executive Committee Member | Sept. 2014 - Nov. 2016

48-hour game jam event organized by students for students

- Cofounded and oversaw annual game jam growth from 40 participants to over 250
- Managed team of 50 students, faculty organizers, and event volunteers
- Oversaw in-house media team responsible for event documentation and videography
- Coordinated with sponsors, judges, mentors, and media, and provided for their needs
- Developed and formalized processes for recruiting volunteers and electing leaders

### SIGGRAPH Student Volunteers | 2014, 2015, 2016, 2017, 2018

The exclusive volunteer group for the yearly ACM SIGGRAPH conference

- Supported the conference, its organizers and attendees, for the duration of the event
- Joined videography team, SCOOP, in 2015, acted as PA, Camera Assistant, and Camera Lead

### Texas A&M ACM SIGGRAPH Student Chapter - President | May 2012 - Dec. 2014

The Texas A&M Student Chapter of ACM Siggraph, founded Feb. 2011

- Developed new and formalized existing chapter activities and processes
- Helped make Texas A&M ACM SIGGRAPH one of the most active and the most successful student chapters in the country by 2014

### Supercult Show - Bad Movie Professor | Sprint 2013 - Present

Weekly cult movie screening club dedicated to fostering an appreciation for the 'so bad it's good'

- Writer, researcher, blogger, and pre-screening hype-man for every event since Spring 2013