Fraser R. Cowan

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SKILLS

Software: Maya, Unreal Engine 5, Zbrush, Photoshop/ClipStudioPaint, Substance Painter.

Skills: 3D Animation, Character Setup, Workflow Configuration and Optimization, Character Sculpting and Retopo

Unreal Engine: Blueprints, Animation Prototyping, Character Setup and Rigging, State Machines, Data Structures.

PROJECTS & EXPERIENCE

Unreal Engine 5 Game Project (Blood Relevant Demo)

Personal Project · frasercowan.com/blood-relevant/ · May 2024 - October 2024

- · Used UE5 Blueprints to create a movement game with additive momentum and resource management mechanics.
- \cdot Created and implemented 30+ animations that work across multiple rigs with varying proportions.
- · Made a state machine that functions at high and low extremes and shifts the animation accordingly.
- · Designed and rigged a character with cloth sim elements and unique states for expression.
- · Learned how to effectively use programming concepts through blueprints to create unique gamemodes and actor graphs.

Gameplay Animation Pieces

February 2024 - May 2024

· Worked closely with my mentor, Christine Hubbard to produce two animation pieces

EDUCATION & CERTIFICATIONS

Diploma in 3D Animation, Visual Effects and Game Art

Thinktank Training Centre · 2024

Digital Media Academy Certificate of Completion

Argyle Secondary School · 2022

- · Used Kanban, flowcharts, and other visual workspace software to organize project and work plans.
- · Worked independently and in teams to produce art, animation and gameplay demos.
- $\cdot \ \text{Completed and collaborated on many small game projects and managed a small club for game development and pipeline work.}$

Writing for Video Games Part-Time Course

VFS · 2023

· Learned how to write stories for video game work.

INVOLVEMENT

Thinktank Training Centre

Tutoring • July 2024 - September 2024

 $\boldsymbol{\cdot}$ Give Unreal Engine, Zbrush, and Maya help for students

Thinktank Training Centre

Class Rep · October 2024 - May 2024

- · anonymouly relayed the complaints and concerns of the students to the faculty in bi-weekly meetings
- · Gather ideas for events and changes through polls.

Youth Lounge Committee Leader

Harry Jerome Community Recreation Centre $\,\cdot\,$ September 2018 - June 2020

· Hosted Video game events an