

# Fraser R. Cowan

fraser.r.cowan@gmail.com | (778) 871-6855 | Vancouver, BC | [FraserCowan.com](http://FraserCowan.com)

## EXPERIENCE

---

### Exomorph Games

Feb. 2026 – Present

*Technical Animator - Unannounced VR Game*

- In charge of both the cinematic and gameplay animation, leveraging newer mocap solutions, ensuring a smooth result from DCC(s) into the game engine.
- Building pipelines and working side-by-side with our rigging and character artist to create rigs that work with our mocap solutions performantly in VR.

### Unreal Engine 5 Animation Game Project (Blood Relevant)

May. 2024 – Dec. 2025

*Personal Project*

- Indie project with the express purpose of learning and implementing various different animation techniques using tools like Unreal Engine 5, Maya, Houdini and Zbrush.
- Designed and rigged characters with 30+ hand-keyed animations across 25 unique states.
- Effectively used programming concepts through blueprints to create unique gamemodes, effects, and physics that playtesters picked-up quickly and enjoyed!

### Gameplay Animation Mentorship

Feb 2024 - May 2024

*Mentorship project(s)*

- Worked closely with an industry professional specializing in gameplay animation to produce 2 pieces conforming to industry standards.

## EDUCATION

---

### **Thinktank Training Centre**

Feb 2023 – June 2024

*Diploma in 3D Animation, Visual Effects and Game Art*

*Vancouver, BC*

- Learned multidisciplinary techniques from industry professionals and mentors that allowed me to develop strong self-study skills.
- Tutored and acted as class rep for 2 consecutive terms, gaining confidence in teaching others and problem-solving, anonymously relaying the complaints and concerns of the students to the faculty in bi-weekly meetings.

### **Digital Media Academy**

June 2022

*Certificate of Completion*

*Vancouver, BC*

- Completed and collaborated on small game projects and managed a small club for game development and pipeline work.

### **Writing for Video Games Part-Time Course | VFS 2023**

- Here I learned how to breathe life into characters and write meaningful stories for game settings.

## SKILLS & INTERESTS

---

- **Software:** Maya; Unreal Engine 5; Zbrush; Photoshop/ClipStudioPaint; Substance Painter; Houdini
- **Skills:** Gameplay Animation; Rigging; 3D Character Sculpting; Flowcharting; Concept Art; Blueprints
- **Interests:** Working Out; Competitive Fighting Games; Character Designing; Writing