## 

## Contact information

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Logo

Description automatically generated [Twitter](https://twitter.com/jacob_cook5592)

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Description automatically generated]() [LinkedIn](https://www.linkedin.com/in/jacob-cook-06a829149/)

## Personal Statement

A Game/Audio Designer with three years’ experience with industry standard software. I have been playing games for life and, ever since I can remember, I have found a fascination with the audio and design of the games.

## Education

## **B.A. in Digital Technology & Culture** in Digital Media & Digital Culture Program Washington State University Vancouver

**Associate in Arts** Clark College

## Skills

Design Skills

2D Design: Logo, Web page Interactive Design: UI

Sound Design: Music Processing, Editing, Mixing

3D Design: Modeling, Rigging, Animation

Game Design: Unreal Engine (Level Design)

Software Skills

Adobe: Illustrator, XD, Audition, After Effects, Photoshop, Premiere

Maya

Unreal Engine

Project Management

GitHub, Slack, Basecamp, Zoom, Google Docs Time Sheets

## AMNESIA: RESTORED *Aug 2021 – Dec 2021*

Designer, www.amnesia-restored.com

A professional reconstruction of the 1986, text-based, adventure game published by Electronic Arts and made by Thomas M. Disch.

* Worked with a design of six people
* Assisted other teams with design elements
* Created the color pallet for all media
* Developed the mood board
* Produced the brand book

## Chesshouse Madness *Aug 2020 – Dec 2020*

Sound Designer and Post-Production, [Chesshouse Madness on Vimeo](https://vimeo.com/489235761)

A video that features chess pieces attempting to live a “normal” family life, but we all know that with so many kids that will be an exceedingly challenging task.

* Participated with a team of four designers
* Used Audio Software programs for Sound design
* Worked on an advanced program for Post-Production

## KNOCKOUT *Aug 2020 – Oct 2020*

Storyboard, Sound Designer, Rendering, [KNOCKOUT on Vimeo](https://vimeo.com/468401373)

A charming tale of two peas taking on a wrestling match against their greatest enemy: the tomato. Camera movements and sound design, the story unfolds into an exciting and dynamic long shot of a success story.

* Controlled and edited the audio elements of the video
* Contributed to the storyboard to create a short story
* Rendered the story to help smooth out the finished product

## Fred Meyer *May 2017 – Present*

Produce Clerk

A job that consists of a lot of work, making sure that the product is full and fresh for the costumer’s satisfaction as well as making sure the costumer is happy with their experience.

* Make sure to keep the costumers happy by helping them in any way they need
* Making sure that all the produce are full and fresh by organizing and conditioning
* Communicating with my co-workers to be as efficient and effective as possible