



Kaelen Cook

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WEBSITES, PORTFOLIOS, PROFILES

- shovelsquid.com
- linkedin.com/in/kaelen-cook
- github.com/shovelsquid

PROFESSIONAL SUMMARY

Personable and creative individual with strong understanding of character design and animation principles, as well as programming fundamentals. Proficient in industry-standard software such as Maya and Blender, capable of creating engaging and lifelike characters, as well as UI Icons and graphic logos. Committed to delivering high-quality animations that bring characters to life, ease user experience, and enhance storytelling.

SKILLS

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| • Hand-drawn animation | • Character creation |
| • Experienced in Blender, Maya, Unity, Unreal. | • Programming: C#, Python, Javascript, C, Lua, Rust, Swift |
| • React, Next, Node, Xcode, Figma | • Weight Painting, UV Editing, Texturing |
| • 3D Modeling, Sculpting, Rigging, Animation | • Zbrush and Substance Painter |
| • SVG Icons/Animations | • Scriptwriting |
| • Lighting | • Graphic Design |

WORK HISTORY

3D CHARACTER ANIMATOR

09/2025 to 10/2025

Avatarlabs | Los Angeles, CA

- Created 3D character models using Maya and Blender for animation projects.
- Collaborated with developers to implement realistic mascots using Metahuman and Livelink in Unreal Engine.
- Created realistic facial animations using blend shapes and morph targets, enhancing the emotional depth of characters.
- Delivered high-quality 3D character animations within tight deadlines, ensuring timely project completion.

CAPTURE ARTIST

10/2024 to 08/2025

Darkburn Creative | Los Angeles, CA

- Assisted in capturing high-quality shots for major game titles, such as

- Fortnite, Apex Legends, etc.
- Collaborated with directors, editors, and producers to define which elements of the shots needed to be altered.
 - Developed an eye for detail in finding minute clipping issues, or visual glitches, that would impair the final shot.
 - Utilized digital art tools to create in-depth pitches in Unreal Engine for clients.
 - Contributed to the creative process through original ideas and inspiration.

3D ARTIST

08/2024 to 10/2024

Lightlink | San Jose, CA

- Played a key role in winning bids for new projects by creating compelling pitch visuals using advanced 3D software tools.
- Created high-quality 3D models and textures for various projects using industry-standard software.
- Optimized rendering processes to improve efficiency and reduce production time without sacrificing quality.
- Collaborated with cross-functional teams to ensure design consistency and project alignment.
- Developed innovative visual effects that enhanced user experience in digital environments.

EDUCATION

Bachelor of Arts | Art & Game Design

06/2024

University of California, Santa Cruz, Santa Cruz, California, CA

- Honoree of Dean's Honors
- Relevant Coursework: Figma & React

AWARDS

Young Playwright's Award in 2019: for a one act play that I wrote and published.