

# TUCKER COLE

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## TECHNICAL ARTIST

### CONTACT

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**Web:**

tuckercole.com

tuckercole.artstation.com

### EXPERIENCE

***Days Gone, Unannounced IP* | Bend Studio**

Environment Technical Artist / Tools Programmer

Extensive Maya plug-in development in both C++ and python. Experience working in both engine and tools code.

June 2018 - Present

***Sojourn* | 25 Week Production, Unreal 4**

Technical Artist / Art Lead

Responsible for pipeline establishment, tool development, dynamic material setup, and animation implementation.

September 2017 - May 2018

**GameMonger | Parsippany, NJ**

Artist / Programmer

Worked on several mobile titles, Unity development.

2013-2015

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### EDUCATION

**CHAMPLAIN COLLEGE, Burlington, VT**

Bachelor's Degree - Game Art & Animation

Minor - Game Programming

2014-2018

**Morris County School of Technology, Denville, NJ**

Academy of Networking, Information Technology, and Communications - Digital Design Focus

2010-2014

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### SKILLS

**Software**

Unreal 4

Unity

Maya

Houdini

**Programming Languages**

C

C++

C#

Python

HLSL