

Cooper Bowman

3D Prop Artist & Producer

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I am a dynamic game design leader with a collaborative approach and strong communication skills, adept at guiding teams to achieve creative visions and consistently meet deadlines.

SKILLS & TOOLS

- Hard Surface Modeling
- Texture Design
- Digital Sculpting
- UV Mapping
- Agile/Scrum Methodologies
- Lighting/Post Processing
- Material Creation
- Git Management
- Maya, ZBrush
- Substance Painter
- Unreal/Unity
- Excel

EXPERIENCE

Killer Carnival, Producer, **Screamscape Studios**

August 2024 - April 2025

- Coordinated asset delegation across each team to maintain a clear production pipeline and meet project milestones.
- Streamlined workflows by overseeing scheduling, time management, and milestone tracking for all art, programming, and design deliverables.
- Authored and maintained the Game Design Document to maintain consistent documentation and seamless collaboration among team members.

Potion Commotion, 2D Pixel Artist, **Ok, Apothecary**

August 2024 – December 2024

- Created 2D 64x bit environmental pixel art using Aseprite, making potion bottles, tables, a cauldron, and crystal ball assets to define the visual style.
- Maintained a consistent art style and refined pixel details to ensure each asset contributed to a cohesive and fun game environment.
- Collaborated closely with the development team to integrate assets seamlessly into the production pipeline while meeting project timelines and quality standards.

Trials of the Arcane, Lead 3D Artist, **Devious Studios**

January 2024 – April 2024

- Oversaw the creation and implementation of all 3D assets, ensuring they align with the project's artistic vision.
- Collaborated with artists and designers to define the visual style and ensure consistency across elements.
- Developed high-quality 3D props and key assets that met the artistic vision and technical standards of the project.

EDUCATION

University of Central Florida

B.A. in Digital Media for Game Design

March 2025