



ABBY COHN

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EDUCATION

University of California, Berkeley

Bachelor of Arts in Art Practice & Minor in Computer Science

May 2020

GPA: 3.83

SKILLS

- ★ **Software** | Maya, ZBrush, RenderMan, Substance Painter, Photoshop, AfterEffects, Unreal Engine
- ★ **Animation** | Experience in entire CG pipeline, with a focus in modeling, texturing, and lighting
- ★ **Programming Languages** | Python, Java, C, C++, basic HTML
- ★ **Traditional Mediums** | Graphite, Charcoal, Oil, Acrylic
- ★ Proactive problem solver, positive team leader; proven ability to prioritize, multitask, and communicate

EXPERIENCE

Nickelodeon Animation, Los Angeles — *Asset Finaler* Present

Pocket.Watch, Los Angeles — *CG Production Assistant/Generalist* September 2020 - March 2021

- Cut down production time by working with 5-person team to develop a motion capture workflow in Unreal Engine
- Modeled/textured assets and built scenes for real-time children's TV content
- Assist with writing episodes and organizing production schedule in a fast-paced television environment

UC Berkeley Undergraduate Graphics Group (UCBUGG), Berkeley — *Course Facilitator* August 2017 - May 2020

- Facilitated project groups as students created minute-long 3D animated short films in Maya
- Developed and improved course material, including creating new lighting and modeling labs

Amblin Entertainment, Los Angeles — *Casting Intern* June 2019 - August 2019

- Read scripts, edited actor demo clips, assisted with audition scheduling, and organized audition rooms
- Maintained casting databases and constructed a new, up-to-date casting book for the department

"Powered Up" 3D Animated Short Film — *3D Modeler, Lighting Lead* Fall 2019

- Assisted with both character modeling and sets modeling
- Took on lighting leadership role and developed shaders/textures for assets

"Night Market" 3D Animated Short Film — *Project Manager, 3D Modeler, Lighting Lead* August 2018 - May 2019

- Generated task spreadsheets, kept team members accountable, and supported team communication
- 3D sculpted and shaded the main character and set up light rigs for night market stalls
- Helped team achieve goal of participating in a film festival by submitting festival applications

Mesh Editor, Pathtracer, Cloth Simulator — *CS184: Computer Graphics and Imaging* Spring 2019

- Utilized 3D and CS knowledge to produce a fully functioning 3D mesh editor in C++
- Built a path .tracer supporting depth of field, environment lighting, and mirror + glass materials
- Implemented methods for cloth simulation, including self-collisions and collisions with other objects

ACTIVITIES & RECOGNITION

- SVA Environment Modeling Class, Spring 2021
- Founding member of Women in Animation at Berkeley, Spring 2019
- Grizzly Film & Arts Festival World Impact Award for "Night Market"
- Festival of Arts Scholarship, Laguna Beach