

JACQUELINE COOPER

I am grateful to have worked on a wealth of different projects in the last twenty years in the VFX industry. My latest passion is Co-Founder of our Unreal Authorized Training Center, CG Pro. <https://www.becomecgpro.com/> . We also just started a diversity non-profit called CG Empowers <https://www.cgempowers.org/> for women and people of diverse backgrounds and ages to be able to find their voice in the emerging Unreal creator economy. Through CG Pro's proven curriculum, I know we will be able to make a difference in this space!

I was an Epic Fellow in the Summer of 2020 (Epic, just WOW.) which really re-inspired me to be a storyteller and instructor. Prior to this I was working in games and in the 360 department at Method EXP and teaching Nuke for the John Hughes Institute.

Before my two-year stint at Method/Deluxe, I was doing immersive art/virtual reality, and was compositing in this space at Digital Domain. Some of the notable projects where I have contributed previously include Jurassic World at Industrial Light and Magic in San Francisco and Pan at Scanline VFX in Los Angeles. Prior to those efforts, I worked on Jack and the Giant Slayer, Ironman 3, Harry Potter, and Tron Legacy.

I spent a year and a half in London working on Harry Potter. Before my time abroad, I was a staff lead compositor at Digital Domain in their commercial division. I have also worked at companies such as Element FX, Radium, Larry Levinson Productions, Creo, Stan Winston, and Zoic. My projects include a slew of feature films such as Serenity, Hellboy, The Big Bounce, The Missing, Eternal Sunshine of the Spottless Mind, Warm Springs, and Sky Captain and the World of Tomorrow. I have also worked on commercials for Progressive, Gatorade, MacDonald's, Burger King, Lexus, and Hess, as well as on high-end music videos for Bon Jovi, Justin Timberlake, Jewel, Tony Braxton, Lisa Marie Presley, Santana, and KC and Jojo.