BARON CAPERS

SKILLS

•3D Modeling •3D Sculpting •Concept Art
• Texturing •Normal Maps •Illustrations •Video Editing
•Story Boarding •Painting •Marketing Material Design

OBJECTIVE

My aim is to find a position that utilizes both my creativity and knowledge all while promoting artistic and personal growth.

EXPERIENCE

Contract Artist | Trident Lakes Corporation |Sept 2017

- **3D Modeling**

Teacher | Southfield School |August 2017

- **S.T.E.A.M Digital Art**

Teacher | Digital Media Institute |July 2017

- **Digital Animation**

Contract Artist | Various Companies |May 2016-July 2017

Game Artist | Get Out Alive Games |June-Dec. 2015

- **Concepted Main Character**
- **Concepted and Modeled 84 Meshes/Props**

Game Artist | Suspended Disbelief Studio | Feb.-May 2015

- **Concepted and Modeled Unique Props**

Additional Work Experience

Airbrush Shop 2005-2012

- Concepted and Airbrushed Custom Designs on large scale Murals, Automobiles, Cargo Trailers, and Boats.

Wordsmith/ Sword maker 2005-2014

Created wooden weaponry tailored to the customer's needs

Education

Professional Certificate in Digital Game Development | May 2016 | SMU Guildhall

Specialization: Art Creation

Associate of Arts| 2012-2014 | Paris Junior College

Specialization: Fine Arts

Portfolio:

www.barondc.com

baron@barondc.com (903)732-8175

Software

•3DS Max •Quixel
•Mudbox •Substance Painter
•Photoshop •Unreal Engine 4
•Marmoset •Unity
•After Effects