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| **•3D Modeling •3D Sculpting •Concept Art****• Texturing •Illustrations •Video Editing****•Story Boarding •Marketing Material Design** |
|  **Teacher |** Southfield School |August 2017-Present* S.T.E.A.M Digital Art

**Teacher |** Digital Media Institute |July 2017-Present* Digital Animation

**Concept Artist |** Valor Games **|**Nov. 2018-June. 2019* Lead Artist

**3D Generalist |** SMU History Dept. |Nov. 2017-Oct. 2018* 3D Modeling/ Texturing

**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.

**Professional Certificate in Digital Game Development** **| May 2016 | SMU Guildhall** Specialization: Art Creation |

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

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| baron@barondc.com | (903)732-8175 |

[www.barondc.com](file://C:\Users\Cohort23\AppData\Roaming\Skype\My%2520Skype%2520Received%2520Files\www.barondc.com) |
| **Software****•3DS Max •Quixel****•Mudbox •Substance Painter****•Photoshop •Unreal Engine 4****•Marmoset •Unity****•After Effects** |

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