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