

Brandon Baker

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SKILLS

- Illustration
- Painting
- Sculpture
- Modeling
- Video Editing
- Compositing

SOFTWARE

- Adobe : Photoshop
Animate
Premiere
After Effects
Audition
- Autodesk Maya
- Pixologic Zbrush

EDUCATION

THE ART INSTITUTE OF SEATTLE – Seattle, WA June 2016
Bachelor of Fine Arts in Media Arts and Animation

PIERCE COLLEGE – Puyallup & Fort Steilacoom, WA June 2010
Associates of Art and Science in Digital Design

EXPERIENCE

Way Out Kids - Tacoma, WA March – May 2016
Concept Art Internship

- Created character and background art on promotional materials for a children's technology education company.
- Characters included five unique anthropomorphic animals.
- Backgrounds consisted of exterior and interior shots of a school and clubhouse.
- Promotional materials were in the form of digital and printed posters.

ACADEMIC PROJECTS

Too Much TV, 3D Animation November 2015 – March 2016
Animator / Character Designer

- Design of a monster reaching out from a closet, details of the head and arms with exposed muscles and bone.
- Completed the concept, sculpting, modeling, rigging, and animation of the character.