

jeff Baker
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770.873.8718

character animator

skills

Maya 2008 | 3D Studio Max 9 |
Flash CS3/4 | Photoshop CS3/4 | Illustrator CS3/4 | Dreamweaver CS3 | After Effects CS3/4 |
Mirage | TVPaint

employment history

ISO Interactive, LLC

July 07 - Present Atlanta, GA

Art Director

- Overseeing a team of three to maintain art direction for multiple simultaneous projects
- In charge of developing Art Pipeline
- In charge of Character Design and Animation
- Developing combat mechanics for flagship MMO as part of the "Core Mechanics" team

Games That Work

February 2007 - May 2007 Atlanta, GA

Internship

- Animated both bipedal and quadrupedal game characters for Barycentric movements
- Sketched and designed concept art for an upcoming game scheduled to be released on Gametap
- Worked on troubleshooting exporting flaws between 3DSMax and the game engine

Radical Axis

June 2006 - October 2006 Atlanta, GA

Freelance

- Animated Character Lip Sync for the Cartoon Network animated series 'Freak Show'
- Extensive experience Inbetweening and revising scenes for 'Freak Show' episodes 103 and 104
- Managed multiple tasks and assignments simultaneously and completed all deliverables on or ahead of schedule

education

Art Institute of Atlanta, Atlanta, GA

- BFA in Animation (Graduation 2008)
- Deans List, 2005

achievements

- Achieved the title and role of 'Art Director' at the age of 26
- Interned at Radical Axis for three weeks before being hired on full time
- Teachers Aide for Character and Object Design
- Teachers Aide for Advanced Drawing for Animators