

Scott Baker

3D Graphics and Animation

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Summary

Experience in all aspects of making art for 3D games. Specialized in animation for the last 15 years. Four years experience in a lead position. Strong knowledge of Maya, Mel script, and Photoshop. Experience 3D Studio Max and max script. Unity, C# scripting, and UE4 experience.

Experience:

Particle City September 2015 to October 2017

Senior Technical Artist. Titanfall Frontline: Rigged and animated all 3D character assets. Created the character assembly tool. Created animations, FX, and scripts for vignette sequences and special vfx. Animated and came up with the pipeline for character shadowbox tiles. Prototyped shaders for VFX and shadowboxes. Titanfall Assault: Created UI particle system, deployment and card fx and shaders. Created tools for card vfx for market card bundles along with UI vfx shaders and materials.

Kabam LA January 2015 to September 2015

Continuing work on the the "This means War" Franchise. Duties include VFX, technical art support, and animation.

Magic Pixel Games February 2011 to January 2015

Animator. Rigging and animating characters for Carnival Island. Rigging, animation and Havok Behavior set up for unannounced sci-fi shooter. Rigging, animation, and VFX for "This Means War!" iOS game. Also help created Maya side pipeline for rendering and game asset integration. Combat and card VFX for Outcast Odyssey.

Underground Development October 2008 to April 2010

Senior Animator. Worked on preparing mocaped performances of featured bands for a Guitar Hero VanHalen. Also some MaxScript support for the animation team.

Electronic Arts Senior Animator July 2004 to September 2008.

Inferno, Senior Animator. Animation for NPCs and prototype tests. Mel and rigging support. Catch of the Day. Lead Animator. Animated main character and fish. Managed the animation team. The Simpson's Game. Animator for Bart, NPC characters and IGCs. Provided animation mel tool support for the animation team. From Russia with Love: Animated cycles and combat moves for NPC and player characters. Was principle animator for scripted events animating both NPCs and world objects. Animated lip sync and facial animation for in-game cinematics and pre-rendered cinematics. Lord of the Rings: The Third Age: Animated encounter combat movements for player characters.

Crystal Dynamics Lead Animator/Senior Artist October 1999 to July 2004

Whiplash: Lead Animator. Modeled, textured, and animated the main characters, Spanx and

Redmond. Supervised the animation team and provided technical support and some Mel tools. Mad Dash: Senior Artist. Modeled and textured 3D environments. End game cinematic animation Also did environmental conceptual design. Disney Racing: Senior Artist. Modeled and textured 3D environments.

989 Studios Lead Artist. February 1997 to March 1999

Diabolical Adventures of Tobu: Lead Artist. Supervised the art team. Scheduled and watched over production of art elements. Worked Closely with the programmers to insure smooth integration of art elements. Modeling, texturing, and animation of characters. Modeling and texturing of environments. Also, conceptual design for environments and characters.

CapCom Digital Studios Senior 3D Artist and Animator. June 1995 to February 1997

Major Damage: Modeling, texturing, and animation of main characters. Modeling and texturing of environments. Special effects animation for explosions and weapons shots.

Lucas Arts 3D artist and animator. April 1994 to May 1995

Dark Forces. Built and animated pre-rendered sprites for enemies. Built and animated real time in game assets. Unannounced project. Built and animated environments and enemy characters for pre-rendered game play sequences.

Mechadeus Concept Designer, 3D Artist and Animator. October 1993 to April 1994

Daedalus Encounter. Duties include design and illustration for art direction. 3D modeling and animation of spacecraft, space suited characters, and alien creatures for cinematic sequences.

Minecraft Software Inc. Game Artist October 1992 to October 1993

Duties include sprite graphics, background tile sets, cutaway scene bit maps and animation's.

Walt Disney Imagineering Designer April 1990 to April 1992

Experience in both design and field implementation. Worked at the design services office on Disneyland projects. Was lead designer and field art director on Barnaby Owl's Photographic Studio, a merchandising tie in to Splash Mountain. Worked on concepts for attraction enhancements, area theming, and shop over-dressings.

Bataglia and Associates. Illustrator and Designer April 1989 to April 1990

Duties included dark ride illustration, story boarding, and design. Designed and art directed a kinetic musical sculpture for the children's play area for Lotte World amusement park in Korea.

Freelance Conceptual illustrator and designer. February. 1987 to April 1989

Clients: Disney Entertainment, Tom Reidenbach and Associates, Oswaks industrial design, Sequoia Creative Inc. Ride and Show Engineering, Landmark Entertainment.

Education

Art Center College of Design

Completed Bachelors Degree in Product Design January 1987.

Awards: Graduated with Honors