

Baron D. Capers

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<https://barondc.wixsite.com/baron>

Skills and Applications

3DsMax: Creating 3D models for Interactive Technology, Movies, and Prototyping Action Figures. Unwrapping, Animations and UV mapping.

Unreal 5.3: Environment Layout, Set Creation, Level Design, Creating Blueprints, Materials and Cinematics. Metahuman motion capture.

Adobe Photoshop: Digital Art Creation, Texturing , Photo Manipulation and Drawing. Character Diagrams and Animation sheets.

Adobe AfterEffects: Video compositing, Animations, and VXF.

Z-Brush: Character Sculpting, Props for movies and Tabletop games. Baking Normals, retopology, texturing.

Experience

March 2023 - PRESENT

Troubled Muse Studios, Louisiana – *VFX Generalist/ 3D Artist*

- Created 3D modular sets for cinematics in Unreal 5.3.
- Modeled, Unwrapped, textured , skinned and rigged biped and quad characters.
- Implemented Unreal 5.3 Live link and motion capture for Metahumans.
- Created 3D science fiction inspired vehicles , characters and sets
- Edited Unreal motion capture footage for streaming service episodes.
- Modeled organic and hard surface landscapes and buildings.
- Created various blueprints in Unreal for game sequences.

September 2024 -October 2024

Border Reaver Studios, Connecticut – *Level Design, 3D Artist/ VFX*

- Created 3D organic and hard surface sandbox levels and sets based on fantasy art in Unreal 5.3.
- Incorporated triggers and traps for the player(s) to activate.
- Created animated materials used to enhance the sandbox.
- Sculpted animated and resin printed Characters and creatures used in gameplay and television.

January 2019 - May 2021

Valor Games Entertainment, Remote- *3D Generalist/2D Digital Artist*

- Modeled 3D fantasy art card game.
- Created 2D fantasy characters and attacks.
- Modeled props and sandbox battle arenas.

Education

The Guildhall at SMU, Plano, TX- *Interactive Technology, Game Development*

Louisiana State University Shreveport (LSUS), LA- *Bachelors of Digital Arts with Honors*