KAIT BAIRD
Character Artist

Contact
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Skills:
- Character Design
- Digital Sculpting
- Retopology
- Modeling
- Texturing
- Rigging
- Skinning
- Blend Shapes
- PyMel

Tools:
- Maya
- ZBrush
- Photoshop
- Substance Painter
- Marvelous Designer
- Spine 2D
- Unreal Engine 4.0
- Unity
- SVN/Perforce

Education
Bachelor of Fine Arts
in Digital Art & Animation
DigiPen Institute of Technology

Expected Graduation:
April 2020

GPA: 3.91

Highlighted Projects

Character Artist - DigiPen
Excalibots - 3D Isometric Hack 'n Slash   Sep 2018 - Present
Team Size: 19
- Developing concepts for six in-game characters
- Creating pipeline tests to establish the character pipeline for the project
- Modeling Player, Enemy and Boss characters from block out to final polish
- Cleaning up NPC models, to maintain quality and detail across all characters
- Leading a team of 9 artists to preserve style consistency across all 3D assets
- Acting as liaison between other departments and the art team

Character Artist - Contract
Untitled - AR Mobile Project   Jun - Jul 2019
- Created concepts for a virtual pet dog with customizable features
- Modeled base character with customizable features
- Rigged and animated character for pipeine tests in Unity

Character Artist & Rigger - DigiPen   Sep 2017 - Apr 2018
Luminova - 2D Puzzle Platformer   Team Size: 12
- Created concepts for the main character and all interactable props
- Rigged and animated player character and 6 props in Spine 2D
- Collaborated with the tech team about art team needs for custom engine

Employment

Lead Stencyl Counselor
Girls Make Games - Nintendo of America   Jul 2019
- Instructed a group of 10 girls (age 8-11) in block programming in Stencyl
- Mentored a group of girls aged 8-17 in art for games for three weeks
- Supported campers in overcoming fears about pursuing STEM subjects

Teaching Assistant - Intro to Zbrush
DigiPen Institute of Technology   Sept 2019 - Present
- Assisted students in learning Digital Sculpting and Retopology
- Troubleshot issues and solved software related problems
- Provided critique to help students elevate their work

Groups and Panels
- Conference Associate at the Game Developer's Conference (GDC) March 2019
- Gender Minorities Game Developers- Member
- Girls Who Code- Panelist
- Emerald City Comic Con 2019 - Cintiq Demo Artist for DigiPen Booth