

Stephen J. Baker

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[Experience]

n-Space - Orlando, FL

August 2008 - Present

Technical Artist / User Interface Designer

Unannounced Titles - (Nintendo 3DS)

Responsible for researching and evaluating UI creation tools for the 3DS.

Currently developing UI systems and features for multiple titles.

Tron: Evolution - Battle Grids - Action/Racing split-screen multiplayer game (Wii)

Worked closely with engineers on the art and ActionScript side of Scaleform integration.

Created and scripted (AS 2.0) nearly all UI assets and features, including menus, HUDs, player stat graphs/comparisons, result screens, and character customization.

Hannah Montana: The Movie - Action/Adventure/Rhythm game (Wii, Xbox 360, PS3)

Scripted and created assets for the main menu.

Developed in-game UI, including HUD, mini-games, icons, and results screens.

Troubleshoot and created models, textures, animations, rigs, and Bink videos.

Florida Interactive Entertainment Academy - Orlando, FL

August 2007 - August 2008

Artist / Technical Artist

BizarreCraft - Student RTS game (PC)

Designed, modeled, textured, and animated assets and created most of the particle effects.

Wrote scripts/tools, including procedurally generated geometry and animations.

Rapid Prototypes

Worked as an artist and designer in small teams on multiple 2D and 3D games.

Won first place in Shockwave competition for a Flash game.

Bergmeyer Associates, Inc. - Boston, MA

Spring and Summer 2005

Architecture Intern

Generated Photoshop renderings, models, fixture designs, and construction documents for a restaurant in the Cleveland Museum of Art and a prototype retail store.

Produced schematic designs of a cafeteria in the Brooklyn Museum of Art.

[Skills]

Modeling - Maya, 3ds Max, ZBrush, AutoCAD, SketchUp

Art - Photoshop, Flash, Illustrator, After Effects

Technical - ActionScript, MEL, Maya C++ API, Objective-C/Cocoa, Xcode, CSS, HTML, XML

General - Perforce, SmartSVN, TortoiseSVN, DevTrack, MantisBT

Engines/Development Tools - Scaleform, NintendoWare Layout Editor, Xbox UI Authoring Tool, Gamebryo, UnrealEd, Panda3D, Bink Video

Platforms - Wii, Nintendo 3DS, Xbox 360, PS3, PC, iOS

[Education]

University of Central Florida - Orlando, FL

August 2007 - December 2008

Florida Interactive Entertainment Academy (FIEA)

M.S. in Interactive Entertainment

University of Cincinnati - Cincinnati, OH

September 2000 - June 2004

College of Design, Architecture, Art and Planning (DAAP)

B.S. in Architecture