

OliverBaker.org

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Education

The University of Texas at Dallas

B.A. Arts and Technology
Computer Science Minor
Graduated May 2015

Experience

16yrs

Amateur Game
Design/Art

7yrs

Web development
UX/Graphic Design

10yrs

Programming

5yrs

Art/Scripting

Javascript Developer at Flywheel BI

Front-end and back-end developer of Meteor/React applications, UX wireframing, and photography.

October 2015 - Present

Web Specialist at UT Dallas

Programmer/designer of custom web-apps. Created graphics, videos, and photographs. Created UX-driven, responsive, web apps used by students, staff, faculty, and the public.

July 2013 - October 2015

Consulting Web Developer at Minerva Co.

Programmer and designer of a custom Wordpress-based Member Directory page, and advisor for other web-based solutions.

April 2015 - July 2015

Art Intern at Intific Software

Modeled 3D art assets from scratch and converted assets for use in-engine. Created shaders, diffuse/normal/specular maps. Textured art assets with photography, hand-painted maps, and maps baked from hi-res geometry.

Summer 2010, '11, '12

Programming

Languages

PHP	Java	C++	MySQL
JavaScript	CSS	HTML	JQuery

Skills

UI/UX	Canvas	Meteor/React	Game Engines
REST	Unity3d	Protocol Buffers	AJAX
Responsive Web Design		Web Security	

Art

Software

Photoshop	Lightroom	Illustrator	Premiere
After Effects	Blender3d	Inkscape	GIMP
3ds Max	CrazyBump	Maya	zBrush

Skills

Logos/Icons	Animation	Sprites	UI
Texture Maps	Shaders	Modelling	Painting
Photo Editing	Graphic Design	Sketching	

Custom streaming tools
vile.studio

2D Canvas Game (from scratch)
oliverbaker.org/tvm

3D WebGL Game (Art)
oliverbaker.org/games

JSOM Social Media Page
jindal.utdallas.edu/social-media

JSOM Website Design
jindal.utdallas.edu

Board Game Design
oliverbaker.org/games

School Mascot 3d Modeling
oliverbaker.org/3d

Osama Bin Laden Compound Model
oliverbaker.org/3d