

LYLE LAKOTA BAER

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Digital Designer

Recent graduate with a Fine Arts degree in Visual Effects with mastery of knowledge in many industry programs such as Cinema 4D, Maya, and Houdini FX. Skilled at creating 3D models, particles and procedural effects, and motion graphics to develop engaging digital environments. Specialized in interactive design and game development with a passion for storytelling and an inspiration from world travels. Excellent at collaborating with others on team projects or working independently to complete projects within deadlines.

Areas of Expertise

- Concept Development
- Animation
- Photography
- Motion Graphics
- Digital Game Design
- Visual Effects Programming
- Particle Effects
- Procedural Modeling
- Team Leadership & Training

EDUCATION

Bachelor of Fine Arts in Visual Effects, Minor: Interactive Design & Game Development, 2018

Savannah College of Art & Design, Savannah, GA

SENIOR STUDIO II PROJECT: “Define Your Lifestyle” car commercial created in Houdini FX. Developed concept design, texturing, lighting, rigging, and cinematography.

High School Diploma: Digital Art Focus, 2014, | Denver School of The Arts, Denver, CO

Honor: Denver Public Schools Indian Education Program Award, 2012

Certifications:

Photoshop & Illustrator, Adobe, 2014

Mograph Techniques: Morphing Particles, CINEMA 4D, License 10174C

EXPERIENCE HIGHLIGHTS

VISUAL EFFECTS STUDENT, 2014-2018

Savannah College of Art & Design, Savannah, GA

Gained knowledge in art history, design aesthetics, and concept development of visual effects. Mastered visual effects skills such as compositing, 3D forms in space, particles and procedural effects, and modeling. Utilized industry programs on individual and group projects focused on gaming art, interactive design, cinematography, and visual effects programming. Specialized in Houdini FX for development of game design and creating dynamic digital environments with water, fire, and particles.

Key Accomplishments:

- Featured in Photographers Forum contest and publication as Best of Photography 2016 Color Finalist.
- Best of College and High School Photography 2014 Color Finalist.
- Won The Scholastic, Inc. Art and Writing Award for Digital Art in 2014.
- Served On-Set Visual Effects Supervisor for “The Scarecrow” which won Best Horror Film at 2016 Worldwide Women’s Festival.

TECHNICAL PROFICIENCIES

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RENDERS Mental Ray | Octane | Maxwell | Mantra | Arnold | Vray | RedShift | ProRender

CODING C++ | Python | MEL | VEX | HTML | CSS

ADOBE Illustrator | Photoshop | InDesign | Premiere Pro | After Effects

GRAPHICS Cinema 4D & Maya: Motion Graphics, Animation, Dynamics, Particles, Modeling
Houdini FX: Particles, Dynamics, Pyro, FLIP Fluids, Procedural Modeling