

**Jane M. Baker (née Smith)**  
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Online Portfolio: <http://www.arleea.com/>

**Address**

1734 Ximeno Ave Apt 5  
Long Beach, CA 90815

Education

**Art Institute of Colorado; Denver, Colorado:** 2002-2007

- Bachelor of Arts in Media Arts and Animation, June 2007

Skills

**2D Computer Graphics**

- Programs: Adobe Photoshop and Illustrator, Corel Painter, ArtRage
- Specialties: Coloring, Illustration, Character design, Image manipulation
- Familiar with 2D animation programs such as Toonz and Adobe Flash

**3D Computer Animation**

- Programs: 3DS Max, Maya
- Specialties: Texturing, Environment design
- Working knowledge of creating bones for and rigging/animating 3D characters

**Audio-visual Editing**

- Sound Forge: Familiar with editing and syncing existing audio files
- Combustion, Adobe Premier: Familiar with editing and adding effects to video files
- Familiar with basic camera shooting techniques

**Traditional Media**

- Drawing, Animation, Storyboard design
- Specialties: Character design, illustration

Experience

**Marsona's Story:** May 2008-Present

Comic website: <http://www.marsonasstory.com>

- Draw and ink comic pages
- Touch up and color comic pages in Photoshop
- Create story and characters to inhabit world of story

**Commissions:** 2000-Present

- Create character designs, sketches, Full-color character art
- Use traditional drawing techniques and a variety of CG programs

**World Apart:** 2005, 3 month internship

Company website: <http://www.worlds-apart.com/>

- Assisted with the creation of game layout for "Star Chamber: The Harbinger Saga", a strategic web-based collectible card game
- Created and textured buttons for the "Star Chamber" game
- Character card illustration