

SHIR BARON

ANIMATOR

941-900-5157
shirbaron1@gmail.com
www.shirbaron.com

Dreamworks Animation, Animator.....2020-Present

- Animated on feature films including: *The Wild Robot*, *Ruby Gillman Teenage Kraken*, *Puss in Boots the Last Wish*, *Trolls Holiday in Harmony* and *Boss Baby Family Business*.
- Was part of the animation development for *The Wild Robot*.
- Mentored interns and apprentices.
- One of three *Puss in Boots* reels sent to the Annies Film Festival.

Frame By Frame, Animation Instructor.....2023-Present

- Created a curriculum and presentations for a 12-week course.
- Taught and mentored groups of 6-8 students in the fundamentals of animation.

The Hive Studio, Animator.....2020, 2023

- Animated on the award winning short film *The Black Slide* (shortlisted for the Oscars), as well as proof of concept for *Jam & Re*.
- Both projects were presented in Annecy and won many awards and grants.

Riot Games, Animator (Intern).....2020

- Animated Champions for the acclaimed game *League of Legends*.
- Worked with a team of artists across all disciplines to develop Dr. Mundo, Viego "The Ruined King", and one of the most beloved champions - Rell.

Neko Productions, Animator/CG Generalist.....2020

- Worked on creating rigs for the online school "Frame by Frame"..
- Created promotional materials for the studio and online school.

The Train to Qinling, Creative Director and Creator.....2020

- Created and developed the award winning short film "The Train to Qinling".
- Was responsible for all aspects of the creation of the film from story development, through pre-production, and execution to final render and comp.
- Directed and worked with sound designers and musicians to bring the film to life.

Hasbro, Animator/CG Generalist (Intern).....2019

- Worked on well known hasbro properties including *Star Wars*, *Transformers*, *Baby Alive*, *My Little Pony*, *Monopoly* and more.
- Animated, textured, modeled, storyboarded, rigged and more.

CookieByte Entertainment, Animator.....2019

- Was one of two animators in a startup indie game studio.
- Created animation for the fully funded game *Fort Triumph* using Unity.

Ringling College, IT Technical Assistant.....2019

- Supported students through the transition to online classes in the wake of covid-19.
- Troubleshoot technical issues including corrupt files, rendering errors, program installation and more.

Speaker, Leadership and Volunteerism

- Spoke and presented at schools and conventions with hundreds of participants.
- Judged in a variety of festivals such as VES Awards, Annies, The Rookies, Animix etc.
- Mentored students and interns with thesis projects as well as onboarding at studios.
- Taught arts and crafts for children with disabilities in a variety of organizations.

Skills Maya, Unity, Unreal, Arnold, Photoshop, Procreate, Zbrush, Premier, Substance Painter, Nuke, xGen.