CARIS BAKER (FRAZIER)

Senior Technical Artist | XR | AI | Game Development
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Award-winning **Senior Technical Artist** with a passion for pushing the boundaries of **XR, AI, and game development**. A Full Sail **Hall of Fame inductee**, I have led innovative projects across industries, from AI-driven **computer vision solutions** at Unity to cutting-edge **VR pipelines** for engineering firms. As a key member of **Astro Crow**, I have built and directed successful indie titles while mentoring the next generation of game artists. With expertise in **Unity3D, C#, performance optimization, and XR development**, I am a leader in bridging the gap between art and technology.

EXPERIENCE

Art Director & Technical Artist - Astro Crow (Feb 2015 - Present)

- Built and led an **award-winning indie studio**, developing and launching successful arcade and mobile titles.
- Directed **art pipelines, UI/UX design, and game mechanics**, ensuring both creative and technical success.
- Spearheaded **optimization strategies** for performance across different platforms.

Senior Technical Artist & Concept Artist - Capgemini Engineering (May 2024 - Jan 2025)

- Developed **XR solutions** for Apple Vision Pro, Quest 3, and Android Auto experiences.
- Specialized in **asset management, animation, rigging, and look development** for high-profile clients.
- Optimized **real-time rendering** and **shader development** for immersive applications.

Senior Technical Artist - Unity Technologies (April 2021 - May 2024)

- Led **technical art efforts** in AI-driven projects, leveraging **synthetic data creation** to train computer vision models.
- Developed and optimized performance for **VR/AR projects**, ensuring seamless UX/UI functionality.
- Consulted on **optimization strategies**, enhancing AI and XR application efficiency.

Walter P Moore (June 2018 - April 2021) *Technical Artist - Virtual Reality Studio*

- Designed a **proprietary VR pipeline** for Structural Engineering, optimizing **CAD-to-Unity workflows** for the AECO industry.
- Built and maintained **data transformation pipelines**, delivering multiple builds weekly.
- Trained internal teams and presented nationally on **VR/AR adoption** in engineering.

EDUCATION

Full Sail University *Bachelor of Science - Game Art*

- **Course Director's Award** - Art I
- **Advanced Achievement Award** - Art II

ELVTR (2024) *Certificate of Completion - Technical Art for Unreal*

- Selected as a **featured student** in program marketing.

AWARDS & RECOGNITION

- Full Sail University **Hall of Fame Inductee (2023)**
- Indiegalactic Space Jam **- 1st Place (2024)** - *Canaveral, We Have a Problem*
- All Hallow's Jam **- 1st Place (2024)** - *Inhuman Resources*
- Playthrough GC **- Best In Show, Video Games (2024)** - *Throwback: Jai-Alai Heroes*
- Free Play Florida **- Best in Show Indie Game Developer (2018)** - *Astro Crow*
- Walter Day's Trading Cards **- Superstars of 2022 & 2019** - *Astro Crow*

TECHNICAL SKILLS

- **Engines & Tools:** Unity3D, Unreal Engine, Oculus SDK, Apple Vision Pro
- **Programming & Scripting:** C#, Python, XML, JSON, Shader Development
- **Art & Animation:** Maya, Photoshop, Substance Painter, Rigging, Look Development
- **Optimization:** Performance Tuning, Asset Management, AI/Computer Vision Integration
- **XR & AI:** VR/AR Development, AI-Driven Computer Vision, Synthetic Data Generation
- **Traditional:** 2D Animation, Caricature, Illustration, Concept Art