

DANNY BAXTER

spatial storytelling & applied arts

contact.baxter@gmail.com

WORK EXPERIENCE

DESIGNER, Sparks; Los Angeles, CA — OCT 2022 / PRESENT

At Sparks I design trade show and experience design projects for clients such as Salesforce, Figma, Aristocrat Gaming, and ServiceNow. I also frequently assisted other designers with technically challenging tasks or to complete drawing sets, even if I was not formerly attached to a project.

SET DESIGNER, Allsets/Hotstrike; Sun Valley, CA — JUN 2021 / AUG 2021

During the summer while pursuing my MFA, I worked at a set design and fabrication shop where I specialized in building client mood decks, converting sketched art direction into 3D renders, and assisting in engineering and shop drawings built for commercials and television.

BRAND EXPERIENCE DESIGNER, FBH5; Los Angeles, CA — OCT 2018 / JUL 2020

At FBH5 I worked as a designer in an industry with quick turnarounds and frequent spec pitches. Collaborating with brands, creative directors, and coworkers, my work on proposals involved 3D modeling, rendering, and crafting concept decks for effective design communication.

COMMUNITY DESIGNER, Epicenter; Green River, UT — MAY 2016 / FEB 2017

While at Epicenter I designed and published a new downtown master plan. Additionally I assisted in the construction of an affordable house from framing through all stages. Since leaving I have continued to collaborate and assist from afar.

ADDITIONAL

Graphic Designer, CalArts; OCT 2020 / MAY 2021

Production Designer for Divine Review (Neha Dhabale, Director); FALL 2021

Design Techniques Teaching Assistant, California Institute of the Arts; FALL 2021

Exhibit Designer, Freelance; APR 2018

Community Resource Developer, Epicenter; JUN 2020 / AUG 2020

Structures Teaching Assistant, University of Arizona; AUG 2014 / MAY 2016

EDUCATION

MFA APPLIED ARTS, California Institute of the Arts; Valencia, CA — MAY 2022

BARCH, University of Arizona, with Honors, *Magna Cum Laude*; Tucson, AZ — MAY 2016

SKILLS

SOFT: Leadership; creative problem solving; organization; budgeting; ideation

SHOP: Model Making; 3D Printing; Laser Cutting; CNC File Prep; Wood Shop; Metal Shop

APPLICATIONS

Adobe CC (After Effects, Bridge, Illustrator, InDesign, Lightroom, Photoshop, Premiere); Affinity Suite; Blender; Enscape; Keyshot; Procreate; Rhino; SketchUp; Twinmotion; Unity; V-Ray; ZBrush.