



Edward A. Baxter V

2D/3D Artist & Animator

Edward graduated from the Hartford Art School with a BFA in Illustration and Animation in 2022. Shortly after, he created his own freelance animation business, Ed Baxter Art LLC. Since then, he has worked with a variety of clients in a wide range of styles and digital mediums.

CONTACT

Location Connecticut, USA

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Website www.edbaxterart.com

Instagram [@edbaxterart](https://www.instagram.com/edbaxterart)

EDUCATION

HARTFORD ART SCHOOL

BFA in Illustration / Animation Minor
2018 - 2022

Educated through traditional and digital mediums by professional working artists and animators, developing a passion for 2D/3D modeling, rigging, texturing, and animation for film and video games.

SPECIALTIES

- 3D/2D Animation
- Character Animation
- 3D Modeling
- Digital Sculpting
- Texturing
- Rigging
- Lighting
- Rendering
- VFX
- Motion Design
- Compositing
- Editing

SELECT CLIENTS

Paramount	Adidas
Toei Animation	626 Studios
Lesser Evil Snacks	Scissor Films
The Bushnell Theater	HSS

MOTION REELS



Main Reel



Lesser Evil Snacks Reel



TVB Reel

EXPERIENCE

FREELANCE 3D ARTIST / ANIMATOR

Ed Baxter Art LLC - Meriden CT
2024 - Present

Creating various animated digital content for multiple clients under Ed Baxter Art LLC, from TV commercials and music videos to social media ads and billboards. Includes developing and animating 3D assets and VFX.

ADJUNCT PROFESSOR

Hartford Art School - West Hartford CT
2024 - Present

Teaching 3D modeling, sculpting, rigging, animation, lighting, texturing, and rendering with various applications in the following classes: 3D Illustration, Animation and Game Art, and Senior Animation Studio.

3D GENERALIST / MOTION DESIGNER

The Visual Brand - Westport CT
2022 - 2024

2D/3D modeling, animation, lighting, texturing, and rendering for products and services. Digital illustration for environments and characters, and graphic design for logos, packaging, and social media.

SOFTWARE AND TOOLS

PROFICIENT IN:

Maya, ZBrush, Unreal Engine, Blender, Cinema 4D, and Adobe Creative Cloud, including Photoshop, After Effects, Premiere Pro, Animate, Substance 3D Painter, and Illustrator.

