**Benjamin D. Rogers**

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| **Objective:** |

I’m currently seeking a 3D Environmental Art job/internship position starting in May 2011 after graduation.

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| **Technical Skills:** |

* Knowledge of Autodesk Maya including:

- Modeling, re-topologizing, unwrapping, texturing

- Skinning, weight painting, rigging and animation familiarity

* Knowledge of Zbrush and its associated pipeline to Maya, subdivision history and basic subtools.
* Prop modeling for modular/non-modular pieces in level.
* Advanced Knowledge of Adobe Photoshop, Illustrator with usage of tools, filters and layers.
* Knowledge of UDK and Unreal Engine, how to import assets from Maya with maps.
* Experience using Material Editor in UDK, and process of how to apply maps into one material.
* Experience using different source control systems such as subversion (Git and Gitbash, Unfuddle).
* Minor experience in Unity Engine.
* Basic Knowledge of Microsoft Office, including Excel, Word and PowerPoint.

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| **Project Development Skills:** |

* Good communicator
* Strong organizational skills (Naming conventions, version history and control)
* Work well in team settings
* Strong writing ability
* Good at visualizing and communicating artistic ideas
* Comfortable giving oral presentations

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| **Industry Related Work Experience:** |

Game Artist, Mountain, 2011

* Artist on a 10 man team for an exploration platformer in the Unreal Engine. I was responsible for the creation of in game assets and tillable textures. These assets were made twice a week with a hand painted texture for each of them. Strong organizational skills were required in dealing with multiple artists and designers to get a cohesive art style. All assets were done in Maya and were brought over to Unreal engine to create builds and levels for the game.

Lead 3D Artist, Lurid, 2010

* Lead 3D Artist on a 5 man team for an exploration based isometric game in the Unity Engine. I was responsible for the boss monster, created in Zbrush, and then re-topologized in Maya, using the high subdivided Zbrush model as a normal map. Producer and Lead Designer re-assigned me after scope issues related to our lead character. Re-assigned to character artist, where I created the biped monster in Maya, rigged, skinned and animated an 8 point movement cycle on a 30 fps scale. Then created 2D nodes and activation hubs.

Rockvale Square, Lancaster, PA

* Maintenance Crew Member, Summer 2009-2010
* Interacted with patrons in a polite and professional manner

Champlain College, Burlington, VT

Lab Monitor/Photoshop Tutor, 2008-current

* Signed in people who came into the lab.
* Helped people with Photoshop and Maya when asked.
* Re-hired each year for consistent help and punctuality

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| **Education:** |

 Champlain College, Burlington, VT

* B.S. Degree in Electronic Game Art and Animation, Game Art track, Expected May 2011
* Current GPA- 3.0
* Spent semester studying abroad in Montreal, toured many game studios and were taught by industry professionals.