

Ben Bathen 3D Modeler/Texture Artist

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Objective

Find a creative environment in the Games industry where I can Continue to develop my skills as a 3D modeler and texture artist.

Education

The School of the Art Institute of Chicago May 2000
Bachelor of Fine Arts, concentrations in painting, drawing and computer animation.

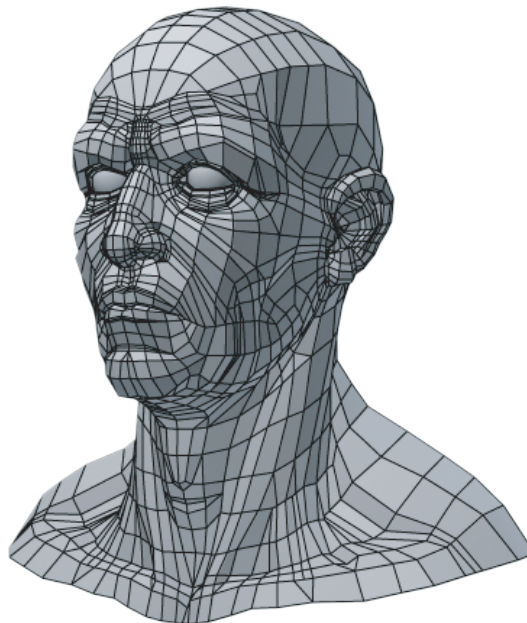
The School of the Art Institute of Chicago July 2000
3D animation summer class, concentration in particle dynamics.

Skills

- Hi and low Poly 3D Modeling.
- Texture painting.
- MEL scripting and expressions.
- Particle dynamics.
- Concept art.

Software skills

Maya 6.0
3ds max (currently learning this software)
Adobe Photoshop 6.0
Adobe Illustrator 10
Deep Paint 3D 2.0
Adobe After Effects 5.5
Adobe Premiere 6.0



Work Experience

Freelance Modeler, Sony Computer Entertainment America . Sept 2004 - Present
Model, texture high poly 3D characters for Playstation cutscenes.

3d Environment Modeler, Rockstar San Diego August 2003 - July
2004
Model, texture low poly environments for upcoming PS2/Xbox title.

Freelance Modeler, Sony Computer Entertainment America . May 2003 - June 2003
Model, texture high poly 3D characters for Playstation cutscenes.

3D Artist, Funnybone Interactive / Vivendi Universal. 2001 - 2003
Model, texture and animate 3D characters and environments using Maya 4.5.

Illustrator/Animator, JRL Enterprises Inc. 1998-2000
Created hand drawn graphics, characters and animation for children's educational software.

Game Titles

Rockstar San Diego

Upcoming Playstation 2 / Xbox title "Agent".

Sony Computer Entertainment America

Unreleased Playstation title "Neopets".

Vivendi Universal CD-Rom Games

Jurassic Park Danger Zone
Rescue Heroes Meteor Madness
Rescue Heroes Tremor Trouble
Little People Discovery Airport
Jump Start Animal Adventures
Kelly Club Pet Parade
Barbie As Rapunzel: A Creative Adventure