

Ben Bathen

3D Artist

www.benbathen.com

Objective

Find a creative environment where I can continue to develop my skills as a 3D artist.

Education

The School of the Art Institute of Chicago

- Bachelor of Fine Arts, concentrations in painting, drawing and computer animation.

The School of the Art Institute of Chicago

- 3D animation summer class, concentration in particle dynamics and expressions.

Harvard Extension

- Introduction to computer science one
- Introduction to computer science two

UCLA

- Introduction to C programming
- C/C++ functional and object oriented programming
- Introduction to games programming in Python

Gnomon School of Visual Effects

- Mel programming applications.

Glendale Community College

- Introduction to algorithms in Java

Skills

- High and Low poly 3D Modeling.
- Texture painting and advanced shading networks.
- MEL and Python scripting and expressions.
- Particle dynamics and geometry instancing.
- Video editing, compositing.
- Traditional drawing, concept sketches and storyboards.
- HTML, Javascript, VBscript

Software

- Maya 7.0
- 3ds max 7
- Bodypaint 2.0
- Adobe After Effects 4.1
- Flash MX
- Adobe Premiere 6.0
- Adobe Photoshop CS
- ZBrush
- Adobe Illustrator 10
- Macromedia Dreamweaver
- Macromedia Director MX

Work Experience

Harmonix Music Systems

Rock Band 2, the Beatles Rock Band

Technical Artist 2008-2009

Write tools in maxscript and python to solve problems of a technical nature related to the artwork. Help to establish a production pipeline. Help set up and maintain character rigs.

Boston Universities Center For Digital Imaging Arts

Introduction to Environment Modeling

Instructor Spring 2009

Taught an entry level course in environment modeling to 3D animation students at Boston Universities Center for Digital Imaging arts.

Walt Disney Virtual Reality Studio

Pirates of the Carribean Online

3D Artist

Model and Texture Characters and Environments for Online Games. Write tools in Mel for the art team.

Rockstar San Diego

Agent

3D Environment Modeler / Texture Artist, August 2003

Model and Texture Low Poly Environments for use in PS2 and Xbox games.

Sony Computer Entertainment America

Neopets, MLB 2006, Socom 3(Freelance Contractor)

3D Modeler / Texture Artist,

Model and Texture High Poly Characters for Playstation Cutscenes.

Funnybone Interactive/Vivendi Universal

3D Artist, 2001-2003

Use Maya to create graphics for childrens software.

JRL Enterprises Inc

Illustrator / Animator, . 1998-2000

Created graphics, characters and animation for children's educational software.