Ben Holton
3D Generalist & 3D Artist

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Summary

3D Artist & Generalist with 4 years of experience practicing 3D doing college assignments, contributing to community projects, and creating personal art projects. Has experience modeling within polygons limitations to create optimized models for real-time platforms while meeting deadlines. Has experience in a variety of 3D disciplines such as modeling, animation, and level design.

My goal is to create high-quality 3D artwork that engages players and immersives them into the game's world. I am hard-working and am able to communicate with other game developers to meet technical requirements and deadlines for projects.

Educations

Associates in Applied Science in Simulation and Game Development - Art & Modeling
Wake Technical Community College
Certificates in: Modeling & Animation, Quality Assurance, and Business
GPA: 3.8
Featured on Wake Tech's President's List: Fall 2018, Spring 2019, Fall 2019, and Spring 2020

Graduated: September, 2020
Raleigh, North Carolina

Technical Skills

- ▲ Low-poly Modeling
- ▲ Hi-poly Sculpting
- ▲ UV Unwrapping & Texturing
- ▲ Photo-realistic / PBR Texturing
- ▲ Stylized / NPR Texturing
- ▲ Smart Material-based Texturing
- ▲ Retopology
- ▲ Level Design
- ▲ Environment Art
- ▲ Prop Modeling
- ▲ Character Modeling
- ▲ Character Skinning & Rigging
- ▲ Character Control Rig Creation
- ▲ Character Animation
- ▲ Lip Sync Animation

Software Skills

- ▲ Maya
- ▲ Blender
- ▲ Substance Painter
- ▲ Unreal
- ▲ Unity
- ▲ ZBrush
- ▲ Marvelous Designer
- ▲ Adobe Photoshop
- ▲ Adobe After Effects
- ▲ Adobe Audition

Personal Skills

- ▲ Time Management
- ▲ Communication
- ▲ Organization
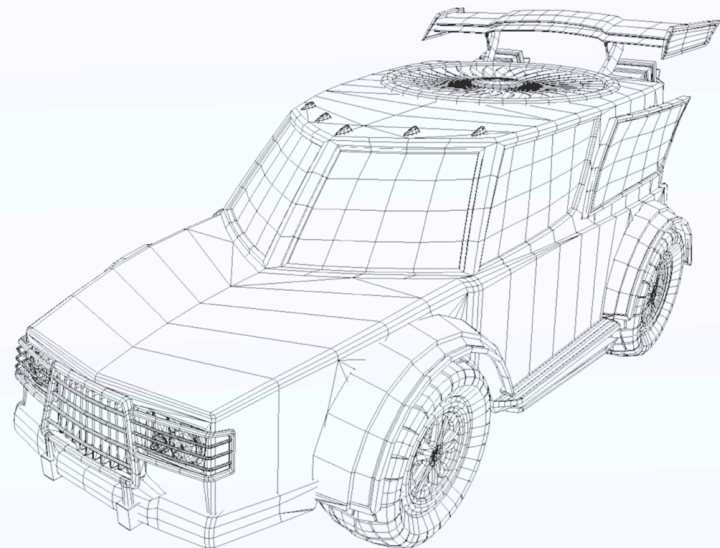
Project Contributions

3D Animator - Craftventure Virtual Theme Park, May 2021 - Present
3D Animator, Technical Animator for *Craftventure*- An online virtual theme park experience that utilizes custom-made music, assets, plug-ins, & software to create an immersive virtual theme park experience.

- ▲ Created character animation cycles used for in-game characters movements.
- ▲ Created scripted animated real-time cutscenes that are used in-game.
- ▲ Set-up character control rigs to allow for a more convenient and stream-lined animation process, and to allow for more intricate animated movements.

Student Led Projects

Lead Artist, Level Designer - Wake Technical Community College, Raleigh NC, Spring 2019
Art director, programmer, and level designer for *Street Runner (Game)*- An auto-runner game where you must parkour through the streets to escape the law while avoiding obstacles.

Project Lead, Level Designer - Wake Technical Community College, Raleigh NC, Spring 2019
Project lead, art director, gameplay designer, and level designer for *Staircase to Skeleton (Game)*- A fantasy FPS where you must battle your way through skeleton-filled dungeons and climb your way to the top.