



**BENJAMIN
VAN WINKLE**
3D MODELER & SCULPTOR

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Experience

SuperGenius Studio LLC, Oregon City, OR
Concept Artist Intern

September 2017 - October 2017

- * Modeled 3D assets for a Virtual Reality environment using 3DS Max
- * UV Unwrapping
- * High-res to Low-res baking of normal maps and all other relevant maps
- * Textured assets for rendering in Unreal Engine using Substance Painter 2

Hypercane Studios, Portland, OR
Concept Artist

April 2017 - Present

- * Developed multiple concepts for game assets and environments
- * Developed color scheme and texture concepts for game assets
- * Refined concepts based on feedback to solve problems and prepared final concepts for 3D Modeling
- * Created PBR texture maps for game assets

Untitled Television Series (currently in pre-production),

September 2015 - Present

Producer Trevor Stewart

Pre-Visualization Artist

- * Modeling and sculpting various 3D assets
- * Created PBR texture maps
- * Produced renders based on real world lighting samples

Experis, Game Testing Solutions, OR

May 2016 - October 2016

QA Test Associate

- * Submitted and passed a AAA title (Gears of War 4) for Microsoft
- * Worked directly with Developers on specific portions of the game to improve playability
- * Utilized proprietary tools that track stability, audio quality, and visual performance to write detailed bug reports
- * Performed test case, destructive, and general ad-hoc testing
- * Developed a strong understanding of the game development process

Bent Image Lab, OR

December 2015 - January 2016

Contract Pre-Visualization and Layout Artist

- Constructed 3D animatics for a stereoscopic production, including camera blocking and animation
- Worked collaboratively with the Director, Director of Photography, Editor, and the set design team
- Environmental Modeling
- Developed layouts for set construction

Education

The Art Institute of Portland, OR

Bachelor of Fine Arts in Media Arts and Animation June 2015

Skills

- 3D Modeling
- Texturing
- Previsualization
- Digital Sculpting
- Photoshop
- Maya
- ZBrush
- Substance Painter 2
- 3DS Max
- After Effects
- Final Cut Pro