

## **Benjamin S. Bolton**

25 Winooski Falls Way, Winooski, VT 05404. Apt. #718  
603-819-3223 benbolton3d@gmail.com  
Portfolio: www.benbolton.com

### **Summary**

3d modeler and texture artist specializing in content for games. Experienced with 3ds Max, Maya, Zbrush, and Photoshop. Also experienced with IK rigging and modeling for animation and deformation.

### **Key Strengths**

- Highly proficient subdivision modeler.
- Skilled in current-gen texturing processes, including the baking of normal- and occlusion maps.
- Very comfortable with modular mesh construction and the creation and use of tiling textures.
- Experienced with CryEngine 2, Unreal Engine 3, Source, and Marmoset.

### **Experience**

#### **April 2010 - Present**

3D Artist for the Emergent Media Center at Champlain College on the Visualize Burlington in 3D project. Tasked with creating accurate models and textures of numerous buildings in Burlington, VT, to be put on Google Earth.

#### **October 2009 - April 2010**

Media Researcher for the Emergent Media Center at Champlain College. Was primarily responsible for researching developing trends in game production, with a focus on art pipelines. Also responsible for in-house production of modeling and texturing tutorials.

#### **June 2009 - December 2009**

Freelance video tutorial contributor, Cgtuts+, Envato. Created video tutorials for online publication that covered various aspects of the production pipeline for game assets.

#### **September 2008 - June 2009**

Various freelance work in the game art field:

- Unannounced Team Fortress 2 mod - Various environment and prop assets in the style of TF2. Responsible for models and textures, as well as animation when required.
- The Rising, Half-Life 2 mod - Created weapon textures in a realistic style. Responsible for creation of diffuse and specular maps.

### **Education**

Champlain College, currently attending as a sophomore.  
Sanborn Regional High School, graduated with honors.