

Benjamin S. Bolton

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Contact: 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.

Key Strengths

- Highly proficient subdivision modeler.
- Skilled in current-gen baking texturing processes.
- Proficient in environment/prop modeling and the creation and use of tiling textures, atlas textures, etc.
- Very familiar with UDK.

Experience

September 2010 - May 2011

3D Tutor at Champlain College. Responsible for providing assistance to students and answering game art-related questions in the labs.

April - August 2010

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 - 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 game art work.

Education

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