



Benjamin Hiller

Weapon and Prop Artist

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Software Proficiencies:

Autodesk Maya
ZBrush
Unreal Engine 4
Visual Studio

Adobe Photoshop
Adobe Illustrator
Substance Painter

Relevant Skills:

Hard Surface Modeling
High to Low Poly Workflow
Efficient UV Mapping
Implementation/Development of a Variety of Art Styles

Other Skills:

Understanding of Agile Development
Experience Using SVN, Git, and Mercurial Repositories
Experience Working With Multi-Disciplinary Teams.

Released Projects:

Title: The Grand Master (spring 2017)

Role: Environment and Prop Artist

The Grand Master is a merchant style, resource management game with action adventure elements.

Team Size: 12

Responsible for: modeling and vertex painting 6 environments and a multitude of props to fill them.

Released: Currently on Steam Greenlight

Education:

Champlain College, Burlington, Vermont
Bachelor of Science Degree in Game Art and Animation
August 2013 - May 2017

The game art curriculum at Champlain College is a rigorous 4 year program. From 2016 - 2017 I have worked on a total of 7 game projects at Champlain.

Relevant Courses:

Game History/Dev.
Production 1 & 2
Senior Capstone
Senior Production

3D Modeling 1 & 2
Advanced Seminar
Technical Art
Intro to Programming

Languages:

English
Elementary French

References:

Available Upon Request