

# Ben Hewer-Darroch

## 3D Environment and Texture Artist

(703) 994-6148

ben.j.hewer@gmail.com

benhewer.com

## Software Proficiencies

Maya

Zbrush

Substance Designer

Substance Painter

Marmoset Toolbag

Unreal Engine 4

## Shipped Titles

Destiny 2: Season of the Forge

Destiny 2: Season of the Drifter

Destiny 2: Season of Opulence

Destiny 2: Season of the Undying/Shadowkeep

## Work Experience

**Target CW** - Contract Test Associate for **Bungie Inc.** - *Sept. 2018 - Sept. 2019*

- Worked to test and ship engaging seasonal content on a short, inflexible schedule
- Completed multiple full production cycles from early gameplay tests to final polish
- Tested gameplay, investment, and world art across the full product scope including multiplayer and raid content

**QAnalysts LLC** - Contract hardware and software testing for **Oculus** - *Oct. 2017- Sept. 2018*

**Harman International** - Contract hardware and software testing for **MS Xbox** - *Feb. - Oct 2017*

## Volunteer Experience

**Game Developers Conference** - Conference Associate - *Mar. 2017, Mar. 2018*

- Worked with hundreds of volunteers to ensure conference attendees had the best possible GDC experience
- Prepped speakers, checked badges, and provided assistance wherever required to keep the conference running smoothly and on schedule

## Education

BFA in 3D Art and Animation from Virginia Commonwealth University, 2015

5 course completion certificates from CG Master academy