

Jayson Bennett

3D Artist / Unity Developer

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Available for relocation.

RECENT WORK EXPERIENCE

- Tevolve, Cranston, RI / 3D Modeling, Texturing, Lighting, Level Design** 2019-
- Developing realistic optimized 3D assets (with lightmapped UVs) and materials, and designing and lighting interior and exterior environments in Unity for WebGL 1.0 games.
- Focus Vision Media, Pawtucket, RI / Level Designer, Technical Artist (Contract)** 2019
- Responsible for set-dressing and lighting of scenes, polishing of outsourced and creation of in-house 3D assets using Maya, Substance, and zBrush, and tool development for use in Unity.
- University of Massachusetts CVPA, North Dartmouth, MA / Part Time Lecturer** 2018-2019
- Instructed mixed-level courses on 3D Modeling, Rigging, Materials and Texturing, and Game Programming for Artists, using programs such as Maya, Substance Painter/ Designer, and Unity.

SKILLS AND SOFTWARE EXPERTISE

Software Experience	Technical Skills
<ul style="list-style-type: none">3D Software: Blender, Maya, Zbrush, Substance Painter & Designer, 3DS Max, World Machine	Assets: Hard-surface Modeling, UV Unwrapping, Material Creation, Texture Baking, Texture Painting, Digital Sculpting, Retopologizing
<ul style="list-style-type: none">Game Engines: Unity (+ C#), Unreal Engine 4	Engine: Particles, Physics, Light Baking, Post-Processing, Terrain
<ul style="list-style-type: none">2D Software: Photoshop, After Effects, Illustrator	2D: Legacy (Diffuse) Texturing, Conceptualization, Storyboarding, Sketching, Digital Painting

EDUCATION AND AWARDS

New England Institute of Technology / East Greenwich, RI

Associate & Bachelor Degrees in Video Game Design – September 2017

- Honors:** GPA: 3.95, Dean's List, Member of Phi Theta Kappa and Alpha Chi honor societies for Academic Excellence

PROJECTS

- Tuft's Digital Operating Environment / Level Design, Lighting, Technical Artist (Part Time Contract)** 2019
- Dressed over forty static locations with props across four cities in Unity
 - Polished third party models and created variations of their textures
 - Created a UI/ tool that worked with the Unity Multipurpose Avatar system to generate, save, load, tweak, and iterate on character data using the library of attire and color combinations provided to the user.
- Clayton's Quest / Character Modeling Rigging, Animation, Level Design, Etc.,** 2017
- Modeled, rigged, and animated characters and creatures (2D and 3D)
 - Designed and set-dressed levels