

## **THOMAS BENSON**

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### **PROFESSIONAL SUMMARY**

3D Artist with over 6 years of experience in creative and technical production roles. Skilled in digital content creation, rendering and editing art assets, and visual quality control. Known for ingenuity, efficiency, teamwork, and problem solving in fast-paced environments. Open to new opportunities across creative, technical, and operational fields.

### **SKILLS**

#### **3D Tools**

Maya, ZBrush, Substance Painter, Unreal Engine, Unity

#### **Production & Technical**

3D Modeling, Texturing, Optimization, Photogrammetry, Visual QA, Data Annotation, Video Editing, Adobe Creative Suite

### **EXPERIENCE**

#### **HeartFlow (via Insight Global) – Imaging Analyst**

Austin, TX | Jan 2026 – Present

- Perform visual review and annotation of CT scan data to ensure accuracy and consistency.
- Analyze and correct 3D data derived from medical imaging, identifying errors and edge cases.
- Apply strict quality standards in a high-precision environment while supporting production goals.

#### **Apple (via Mindlance) – Imaging Analyst**

Remote | Jul 2024 – Jul 2025

- Performed visual QA on large-scale datasets to ensure accuracy and consistency across environments.
- Identified issues and improved workflows to support production efficiency and data quality.
- Collaborated with cross-functional teams to meet deadlines and maintain visual standards.

#### **SAIC (Science Applications International Corporation) – 3D Artist**

Remote | Aug 2021 – Jul 2024

- Created detailed 3D assets and textures using Maya, ZBrush, and Unity.
- Converted CAD and photogrammetry data into optimized real-time models.
- Collaborated with distributed teams to deliver high-quality assets on schedule.

#### **Aechelon Technology – 3D Production Assistant**

San Francisco, CA | Jun 2016 – Jun 2017

- Contributed to 3D vehicle simulation environments.
- Managed and organized large-scale project files for production.
- Quickly learned and applied new tools to meet visual and technical standards.

**Apple (via Mindlance) – 3D Data QA & Touch-Up Artist**

Cupertino, CA | Aug 2015 – Jun 2016

- Produced 3D flyover city environments and performed environment QA.
- Corrected geospatial data and maintained visual consistency.
- Delivered accurate results under tight deadlines.

**EDUCATION**

**Bachelor of Fine Arts – Game Art & Design**

The Illinois Institute of Art, Chicago – March 2014

**Associate of Science**

Morton College, Cicero, IL – June 2011