

Ben Waters 3D-Artist

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🌐 www.ben-waters.com

Work Experience

3D Artist

(Freelance work 2021-present)

Character Artist

(Capstone Project 2021-2022)

- Developed a playable game demo in Unity
- Utilized Unitys HDR pipeline
- Designed, Rigged and animated multiple characters

3D Artist

(college Internship 2022 June - Sept)

- Developed a real time scene in Unreal 5
- Used industry techniques to light a vehicle in real time

Cook

(2017-present Beacon hill at Eastgate)

- Preparing multiple meals simultaneously
- Working with a diverse ever-changing team
- Developed a strong work ethic and dedication to any job I attain

Education

Bachelors in Applied Science

Ferris State University

(May 2017 - December 2022)

Digital Animation and Game Design

Strengths

- Organic & hard surface modeling
- Strong work ethic
- Desire to learn new skills
- Utilization of multiple pipelines
- Topology control
- Eye for detail and accuracy
- Team management
- Fast learner
- Understanding of anatomy
- Accurately produce art from references
- Ability to handle stress

Software Knowledge

- Maya
- ZBrush
- 3ds Max
- Unreal Engine
- Substance Painter
- Unity
- Vray
- Marmoset Toolbag
- Adobe Creative Suite

Awards

- SkillsUSA 2018 National Leadership & Skills Champion (3D Animation and Visualization)
- SkillsUSA 2019 National Leadership & Skills Champion (3D Animation and Visualization)