



BENJAMIN AMOS

3D CHARACTER ARTIST

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BenjaminAmosArt.com | LinkedIn.com/in/BenjaminJAmos

Skills

3D Character Pipeline
Creative Writing
Character Concept
Draftsmanship
Digital Sculpting
Graphic Design
Hand-Painted Texture
Manual Retopology
Procedural Texture

Software

Autodesk Maya
Adobe Suite
Keyshot
Marmoset Toolbag
Marvelous Designer
Maverick
Unreal Engine
Substance Designer
Substance Painter
ZBrush

Academic Projects

Creature Artist | Texture Artist

Divergence | Stylized 3D-Game | SEPTEMBER 2021 – CURRENT | TEAM SIZE: 19

- Created the initial concepts for three creatures proceeding to texture and model the final boss character.
- Facilitated healthy communication and conflict resolution in addition to managing tasks, documents, and assets.
- Advised character and creature artists on the execution of their assets.

Character Concept Artist | Animator

Sentience | 2D-Short Film | AUGUST 2020 – APRIL 2021 | TEAM SIZE: 5

- Designed and animated the main character in addition to modeling a 3D-printed maquette.
- Wrote, directed, and styled a 2D animated short facilitating pre-production and production, prioritizing an atmosphere for creativity and encouragement.

Character Artist | Texture Artist

Independent Project | Character Pipeline | SEPTEMBER 2022 – DECEMBER 2022

- Modeled, topologized, and textured a game-ready character in a *Diablo* style.

Character Artist | Texture Artist

Independent Project | Character Pipeline | JUNE 2022 – AUGUST 2022

- Concepted, modeled, and textured a game-ready character in a style inspired by *Overwatch* and *Darksiders*.

Experience

Teachers Assistant | DIGIPEN

Hard Surface Modeling | Game Projects | JUNE 2022 – CURRENT

- Served as a teacher's assistant for hard surface modeling and game projects.
- Taught students through in-class instruction, one-on-one meetings, and workshops.

Logo Design | Freelance

Master Craft Sabers | Lady Cosmetics | Keda | 2017-CURRENT

- Developed an identity system, web graphics and logo, in addition to providing marketing consultation to reach target demographics.

Education

Bachelor of Fine Arts in Digital Arts and Animation

DIGIPEN INSTITUTE OF TECHNOLOGY

APRIL 2023