

BEN SHIVELY

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PROFESSIONAL SUMMARY

With a passion for 3D design and creativity, I have worked for over 20 years in the video game industry. Enthusiastically working to provide leadership from a variety of roles ranging from pre-production, planning, review, and management for various multimedia productions. My ongoing goal is to continue to create amazing and new experiences within the industry, all the while learning and pushing my skillset further.

SKILLS

- Management and creation of workflow documents for small teams of artists
- Modeling and texturing high and low polygon assets
- Material and texture creation including PBR workflow
- Providing detailed QA feedback and evaluation on 3D asset creation
- Communication skillset to collaborate closely with external vendors

TECHNICAL PROFIECIENCIES

- Digital Photoshop, 3D Studio Max, Maya, Substance Painter and Designer, Topogun, Zbrush, After Effects, Unreal Engine, Unity, Jira, Shotgun, Perforce
- Traditional Conte, Charcoal, Pastel, Marker, Photography

WORK EXPERIENCE

- 2019 - Present Lead/Senior Outsource Artist
Various Projects
Xbox Series X, PS5, PC, Mobile
Keywords Studios/Lakshya Digital Bothell, WA
 - Managed teams of artists and vendors from various countries
 - Performed art reviews of incoming assets and delivered clear and concise feedback
 - Assisted in modeling and creation of art assets
 - Developed detailed production documentation for artists
 - Collaborated directly with external clients on many AAA projects
- 2017 -2018 3D Generalist
Various Aerospace Projects
Teague/Boeing Everett, WA
 - Created high poly models for use in VR and Unity
 - Worked directly with external clients to complete various aviation projects
- 2015 - 2017 Lead QA Artist and Vehicle Artist
Forza Motorsport 6-7, Forza Horizon 3
Xbox, Xbox 360, Xbox One
Turn 10 Studios/Aquent LLC Redmond, WA
 - Modeled and textured high and low resolution vehicle assets
 - Managed and created workflow documents for small teams of artists
 - Provided detailed test cases and evaluation on 3D asset creation
 - Texture creation, including normal, light, specular, and AO maps
 - Worked closely with external vendors to manage their deliveries and production cycle

