

BEN SHIVELY

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PROFESSIONAL SUMMARY

I pride myself at being a senior creative and production leader with 20+ years in the game industry, with a career built on art direction, end-to-end production ownership, brand and quality standards enforcement, and the development of international creative teams. I have experience directing external agencies and studio partners, mentoring junior artists, and building scalable production pipelines that deliver consistent, high-quality visual output at volume. I am a hands-on executor and creative leader equally comfortable conceiving and presenting work to stakeholders. I have deep expertise across the Adobe Creative Suite, 3D production tools, and motion graphics pipelines — with a proven track record of raising the quality bar while keeping production moving.

CORE COMPETENCIES

- Art direction and creative leadership — conceiving, presenting, and defending work to stakeholders
- Brand and visual standards ownership — consistency, accuracy, and quality enforcement across all outputs
- End-to-end production pipeline ownership — full-cycle production ownership, from concept to final delivery
- External agency and studio partner direction — creative briefs, feedback, spec compliance, and delivery oversight
- Motion graphics and animation art direction — collaborating with internal teams and external partners
- Mentoring and creative development of junior designers and artists
- Production documentation, workflow design, and international team training
- Cross-functional collaboration with design, production, operations, and engineering teams

TECHNICAL PROFICIENCIES

Adobe Creative Suite: Photoshop, After Effects, Illustrator, Animate, InDesign

3D & Production: Maya, Unreal Engine, Unity, Substance Painter & Designer, 3ds Max, ZBrush

Design & Collaboration: Figma, Jira, ShotGrid, Perforce

WORK EXPERIENCE

Mar 2019 – Present | Project Lead & Senior Outsource Art Manager

Keywords Studios / Lakshya Digital | Redmond, WA

Projects: Destiny 2, Forza Motorsport (8), Forza Horizon 5, The Callisto Protocol, Death Stranding 2: On the Beach, WWE 2K20, EverQuest: Terror of Luclin

- Designed and implemented the complete vehicle content production pipeline for Forza Motorsport 8 — establishing creative briefs, visual quality standards, time estimates, and delivery workflows used across internal and international teams
- Directed external studios and agency partners on creative and technical standards — providing clear, constructive feedback on deliverables and holding the quality and brand consistency bar across all outputs
- Traveled to India to personally train overseas creative teams on the full production workflow — translating complex visual standards and creative intent into clear, teachable processes for international artists
- Mentored junior artists and new hires through structured onboarding programs, providing regular creative feedback that raised team output quality and reduced onboarding time by 40%
- Served as primary creative and operational point of contact across internal teams, clients, and external partners — proactively surfacing risks and keeping production on track
- Managed Digital Asset Management (DAM) workflows, ensuring correct asset naming, versioning, and delivery across multiple concurrent projects
- Facilitated client contracts valued in the hundreds of thousands of dollars through strong partner relationships and clear stakeholder communication

Nov 2017 – Dec 2018 | Senior Production Generalist

Teague | Everett, WA | Aerospace / VR

- Art directed and produced high-fidelity 3D assets for VR training applications built in Unity, maintaining strict brand and quality standards in a highly regulated, client-facing environment
- Worked directly with external clients to gather creative requirements, present work, manage expectations, and deliver results under tight deadlines

2015 – 2017 | Lead Vehicle Artist & Lead QA Car Specialist

Turn 10 Studios | Redmond, WA

Titles: Forza Motorsport 6 (Xbox One), Forza Motorsport 7 (Xbox One), Forza Horizon 3 (Xbox One)

- Led vehicle content creative direction from brief through final sign-off — establishing visual quality standards, reviewing artist output, and ensuring brand consistency across multiple flagship AAA titles
- Mentored junior artists through informal and structured training sessions, providing clear and constructive creative feedback that raised overall team output quality
- Created and maintained production workflow documentation and creative standards for teams of artists, establishing repeatable processes under aggressive AAA timelines
- Directed external vendor delivery schedules and production cycles, ensuring creative intent and quality standards were met consistently across all partner output

2014 – 2015 | Freelance Senior 3D / 2D Artist

Various Companies | Seattle, WA

- Delivered 3D and 2D creative work for multiple clients across a range of industries, managing client relationships, creative briefs, and delivery independently

Mar 2008 – 2013 | 3D Vehicle Artist

Turn 10 Studios | Redmond, WA

Titles: Forza Horizon 2 (Xbox One), Forza Motorsport 5 (Xbox One), Forza Horizon (Xbox 360), Forza Motorsport 4 (Xbox 360), Forza Motorsport 3 (Xbox 360)

- Contributed creative input and production execution across five flagship Forza titles, developing deep expertise in visual quality, brand consistency, and player-facing presentation standards

Mar 2004 – Mar 2007 | 3D Vehicle Artist

Microsoft Game Studios / Sakson and Taylor | Redmond, WA

Titles: Forza Motorsport 2 (Xbox 360), Forza Motorsport (Xbox)

- Helped establish the visual creative standards and production processes for the original Forza franchise — contributing to the brand foundation that defined the series for two decades

Jun 2003 – Nov 2003 | 3D Environment Artist

Zombie Studios | Seattle, WA

Title: Shadow Ops: Red Mercury (Xbox)

- Collaborated with world artists to art direct and produce environment assets for an Xbox action title

EDUCATION

AAA in 3D Computer Animation | DigiPen Institute of Technology, Redmond, WA

Professional Program | Future Poly, Bellevue, WA