BEN HEYMANN

benheymann281@gmail.com
ben-heymann.com
281.871.1300

OBJECTIVE

As a well-versed artist in 3D software and design, my goal is to collaborate with studios to pioneer cutting-edge visualization and to ignite creativity.

SOFTWARE

Digital Sculpting
ZBrush
3D Modeling/Retopology
Autodesk Maya
Marvelous Designer
ZWrap
Look Development/Texturing
Substance Painter
Adobe Photoshop
Marmoset Toolbag
Renderman
Game Engines
Unreal Engine
Unity
Additional
Adobe After Effects
Perforce/Fork
Shotgun
Sketchfab

SKILLS

Character Sculpting
Creating Production-Ready Topology
Texturing/Look Development
Rigging/Weight Painting
Blendshapes
Hard Surface/Organic Modeling
Asset/Environmental Modeling
Providing Constructive Criticism
Problem Solver
Eager to Iterate & Share Progress

EXPERIENCE

3D Character Artist • July 2023 - Present
Myr Games Studio
Digital Sculpting, 3D Modeling, UVs, Texture Painting (Stylized), Rigging, Skinning.
Shipped “SHOOTOUT” to Meta Quest VR Store.

3D Character Artist • November 2021 - July 2023
BRON Studios
Digital Sculpting, 3D Modeling, UVs, Texture Painting (PBR).
Worked as concept sculptor to rapidly produce iterations to narrow down character design (In early production).

3D Character Artist • May 2020 - October 2021
Bit Fry Game Studios
Digital Sculpting, 3D Modeling, UVs, Texture Painting (Stylized), Facial Blendshapes.
Shipped 2 games on to the Apple Arcade: (”Ultimate Rivals: The Rink” & “Ultimate Rivals: The Court”).

Instructor of Record • January 2020 - May 2020
Texas A&M University
Taught advanced Autodesk Maya; presented lectures; assisted with technical and artistic issues; graded assignments and projects.

3D Artist • November 2016 - May 2019
Amerra Medical Animation
Digital Sculpting, 3D Modeling, UVs, Texture Painting, Composting
Developed visually engaging 3D animations that demonstrate surgical procedures and product functionality.

3D Artist and Designer • February 2017 - May 2017
Texas A&M University - Center for Educational Technologies
Created an animation of the canine stifle joint depicting movement based on different injuries.

ACHIEVEMENTS

HCI International VR Development Conference • 2019
Published and presented VR study: “Studying Relationships of Muscle Representations and Levels of Interactivity in a Canine Anatomy VR Environment”

The Rookies Virtual Reality Finalist • 2017
International award given undergraduate research project - Thesis: “Studying Effectiveness of Different Representations of Muscles in the Canine Thoracic Limb”

EDUCATION

Master of Science, Visualization • May 2020
Texas A&M University, College Station, TX

Bachelor of Science, Visualization • May 2017
Texas A&M University, College Station, TX

Study Abroad • Spring 2015
Akademie Für Interntionale Bildung, Bonn, Germany