

Ben Hewer

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Benhewer.com

Education

BFA in Kinetic Imaging, focus in 3D Animation, 2011-2015

Virginia Commonwealth University School of the Arts

Software

Maya	Unreal Engine 4
Mudbox	GameMaker Studio
Photoshop	Quixel Suite
Unity	

Projects

VReader – Personal Project – Artist/Designer,

July 2017

Developed concept for Virtual Reality e-reader that allows user to read a book in a VR environment
Built all environment assets to be compatible with the LOVR VR framework
Completed under a strict one-month deadline

Fallout Cascadia: A Fallout 4 Mod – Level Designer/3D Artist

Aug. 2016 – Aug. 2017

Modeled and textured weapons, armor, and environmental props for use in Fallout 4
Ensured each new prop fit the existing visual direction of Fallout 4
Contributed design ideas and feedback to teammates
Built interesting, detailed world spaces for the player to enjoy and discover

Spektrum – Global Game Jam 2017 – Artist/Designer

Jan. 20th – 22nd, 2016

Created six varieties of robot each with their own unique behaviors
Designed robots to convey mechanics through their shapes and movements
Built levels that utilized the mechanics of each type of robot in new and interesting ways each level

Explain Tumblr to Your Dad Simulator – Cool Jams Inc. – Artist/Designer

Dec. 2nd – 4th, 2016

Designed and built a game based on a prompt from the “Cool Games Inc.” podcast
Created functional and appealing UI elements
Curated existing content and created original content to populate our in-game Tumblr page

Game-a-Week Design Challenge – Artist/Designer/Programmer

Sept. 2016 – Oct. 2016

Designed and published a new game every week for a month
Built complete games with functioning menus, sound, and win/lose conditions

Other Industry Experience

Contract QA Tester

Jan. 2017 – Present

Tested both hardware and software on contract with various developers
Ran test cases, filed bugs, and ad-hoc tested to ensure an excellent end user experience

Game Developers Conference – Conference Associate

March 2017/2018

Worked with hundreds of volunteers to ensure conference attendees had the best possible GDC experience by prepping speakers, checking badges, and providing assistance wherever required