



Ben Hiller

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Software Proficiencies:

- Maya
- ZBrush
- Photoshop
- Illustrator
- xNormal
- Substance Painter
- Substance Designer
- Visual Studio
- Unreal Engine
- Unity
- Marmoset Toolbag
- After Effects

Relevant Skills:

- Hard Surface Modeling
- Digital Sculpting
- High to Low Poly Workflow
- Efficient UV Mapping
- Experience with PBR
- Some Tech Art Experience
- Experience with Scrum and Agile Development
- Experience Working with Multidisciplinary Teams
- Experience Using: SVN, Git, and Mercurial Repositories

Projects:

The Grand Master

- A Merchant style game with action adventure elements.
- Worked with a 12 person development team as an environment and prop artist
- Responsible for creating 6 environments with a multitude of props within a 1 semester time constraint
- Was Greenlit on Steam in 2017

Education:

Champlain College

- Burlington, Vermont
- 2013-2017
- Bachelor of Science Degree in Game Art and Animation