Jayson Bennett

Game Artist / Unity Developer

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Available for relocation.

SKILLS AND SOFTWARE EXPERTISE

Extensive experience in 3D Modeling and Game Programming. Began working with Blender3D and Unity 4 while still in high school.

- 3D Software: Maya (including MEL and Python), 3DS Max, Motionbuilder, Blender3D, Zbrush, Substance Painter
- 2D Software: Photoshop, After Effects, Illustrator
- Game Engines: Unity (+ C#,)Unreal Engine 4
- Dedication to help the team achieve success by all means necessary; collaborative, introspective
- Persistence to meet and exceed expectations and deadlines; determined, organized

EDUCATION AND AWARDS

New England Institute of Technology / East Greenwich, RI
Associate & Bachelor Degrees in Video Game Design – September 2017

- **Honors:** GPA: 3.95, Dean's List throughout the entire degree program, Member of Phi Theta Kappa and Alpha Chi honor societies for Academic Excellence

My time at New England Institute of Technology taught me the process of game asset development from previsualization to completed project. The curriculum was focused on collaboration between programming and art disciplines, and the standard asset production workflows from 3D development software to game engine.

WORK EXPERIENCE

University of Massachusetts College of Visual and Performing Arts, N. Dartmouth, MA **/ PTL**   2018 - 2019
- Instructing courses on 3D Modeling, Rigging, Materials and Texturing, and Game Programming
  for Artists, using programs such as Maya, Substance Painter/ Designer, and Unity

T-Time Productions, Providence Area, RI **/ 2D Artist**   2017 - 2018
- Creating artwork for an animatic module (cutscenes) based on an autobiography.

New England Institute of Technology, East Greenwich, RI **/ Peer Tutor**   2016 – 2017
- Chosen by the faculty to serve as a Peer Tutor. Assist students with school projects and provide
  instruction on HTML, JavaScript, C++, Unity Engine (+ C#), 3Ds Max, Maya, Mudbox and Motionbuilder.

PROJECTS

Clayton's Quest / Rigging, Animation, Level Design, Etc.,   2017
- I was primarily in charge of all rigged and animated elements in the game, but also handled some level design and level optimization aspects.. Additionally, I was tasked with sound editing/ mixing, lighting and skybox art, and particle effects. The game can be played in the following link: (www.claytonsquest.com)

Don't Steal From Scout / Animation   2016
- This short film was created in Source Filmmaker, using existing rigs from Team Fortress 2. I utilized a mix between the root motion animations that came preset with the software and a traditional hand-keyed IK/FK approach for the characters' less generic animations.

Duality: Dissonance of Harmony / Animation, Programming, Etc.,   2016
- My role on this pixel art fighting game was to produce the sprite-based animations for two characters, Urchin and Relic, as well as their corresponding stages. I created the Mecanim controllers in Unity which were used to help control the combo chains, programmed the player's controls and the AI's behavior, and made the music and sound effects used in the game.

Holiday Heifer / Programming   2016
- Responsible for all functionality, and created in Unity. It can be played here in browser: (https://goo.gl/ucUfqp)