

Ben Merrick

Lead Artist, specialising in Environment and Technical Art, with 10 years 3D industry experience, having worked on four AAA games, VR, feature film and multiple advertisements.

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Skills:

Environment/Prop Modelling
Lighting
Materials/Shaders
Performance/Optimisation
VR

Software:

Adobe Photoshop
Autodesk 3DS Max/Maya
Pixologic ZBrush
Substance and Quixel
Unreal Engine 4

Employment

Apr 2020- Present	Lead Artist	Stellar Entertainment
July 2018- Mar 2020	Senior Environment/Technical Artist Prototyping/Fractured Space - UE4/Max- modelling, lighting, textures, materials/shaders, performance, blueprint scripting	Edge Case Games / Wargaming
Oct 2017- June 2018	Senior Environment and Technical Artist Disney's Artemis Fowl film - UE4/Maya- Previs, modelling, lighting, textures, materials/shaders, performance, blueprint scripting	Nvizege (Disney)
Apr 2016- Oct 2017	Senior Environment and Technical Artist (Generalist TD) Unreal Engine 4 VR and installation - Modelling, lighting, textures, materials/shaders, performance, blueprint scripting Unannounced Film/Ride- Modelling, lighting, materials/shaders, layout	Framestore
Feb 2014- Apr 2016	Environment and Technical Artist Fable Legends (Xbox One and PC) - Level prettying, performance, optimisations, models and textures	Lionhead Studios (Microsoft)
Feb 2013- Feb 2014	Environment Artist Kinect Sports: Rivals (Xbox One) - Foliage, rocks, vehicles, other models, textures and optimizations	Rare Ltd (Microsoft)
May 2011- Jan 2013	Environment Artist Kinectimals: Now With Bears (360) - Foliage, lighting, environments Kinect Disneyland Adventures (360) - Environments and props HoloLens - Early content development with new technology	Frontier Developments
Oct 2010- Mar 2011	Freelance 3D Artist Advertising, print and TV - Environment and prop models	Various
Oct 2009- Oct 2010	3D Concept Designer Shop visualizations - Environment and product models	John Lewis
Jul 2002- Oct 2009	Part Time Customer Service (Whilst Studying) Audio and TV/Supermarket	John Lewis

Education

2005-2009	Masters of Arts (Commendation MA) and Bachelor of Arts (Upper 2nd Class Hons. Degree) 3D Arts	University of Hertfordshire
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Personal Statement

I have gained a wide range of experience at large and smaller studios and I am passionate about producing the best possible outcomes. I am an accurate and careful worker, with a keen eye for detail. Over my career, I have been given many exciting opportunities and have gained a wealth of experience and transferable skills.

I am the Lead Artist at Stellar Entertainment Software in Guildford.

Prior to my current role, I have worked on AAA games when employed at Wargaming UK (Edge Case Games) Microsoft at Lionhead Studios, Rare and Frontier Developments in Environment and Technical Artist roles.

Between Lionhead Studios and joining Edgecase Games I wanted to expand my knowledge and experience in different areas of the industry and worked on various projects from VR to adverts to feature films for large companies such as Disney and Framestore.

I learnt many new pipelines and ways of working but still worked daily within Unreal Engine 4 and Maya, and so developed my relevant game industry experience.

During the past 3 years I've worked in one on one situations and presented my work to many influential and talented visionaries such as Phil Spencer, Sir Kenneth Branagh and Elaina Ford.

My passion lies within the creative industry and I thoroughly enjoy exploring and experiencing a variety of different games, films and gallery visits in my free time.

I would like to think I get on with people at all levels, easily making good working relationships and enjoying spending time with work colleagues and spending time developing these friendships.

During my Masters I became the student representative, which allowed me to provide my fellow students with a voice and share their views and opinions to the Masters Council.

I am a highly motivated, strong team player with interest in a variety of sports including Hockey, Golf and Badminton.

I was also the Club Secretary for the University hockey club for two years, which involved organising transportation, tournaments, and events. This responsibility helped me develop my leadership, communication and time management skills.

I seek out new responsibilities and challenges, irrespective of reward and recognition, and I decided to take up the role of coach for children ages 5-15 at the Cottenham Roller Hockey Club and helped within the National team setup. I thoroughly enjoyed supporting others and working with youngsters and therefore took on the role of mentoring children for the Beat Bullying Charity; this was such an incredible experience, one which I will never forget.

I also help manage the Indie Game Developers group on Facebook which has over 100,000 members. In these leadership roles I have had to manage and inspire people, organise events and be responsible for money and safety.

I love to push myself and am always keen to learn and improve my skills by completing courses and tutorials in my spare time.

For more information and to see my portfolio please visit: www.benmerrick.com