



ABNER BENJAMIN

-BENJI-

3D ARTIST

- ENVIRONMENT & PROPS -



The process of making the game and its environment look and feel good for its player is what drives me to do game art and design. I've been exploring game art and designing more rather than putting myself into the technical parts, at least for now. I started with Maya being the base for my 3d knowledge and after reaching a good level of expertise at it, I started learning other softwares as well. The process of learning to model and texture them and the overall workflow in the software interests me.

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EDUCATION

M.Sc in Game Technology
ICAT Design and Media College | 2019 - 2022

B.Sc in Visual Communication
SRM University College | 2016 - 2019



EXPERIENCE

Associate 3D Artist - Full Time | March 2022 - Current
Hypernova Interactive

- Working in the Pre-Production of a TBA Game.
- Worked on crucial large scale environment assets, and weapons.
- Contributed inputs for optimization of the game, interms of mesh intergrity/readability and texture/atlas optimization.
- Worked closely with the Level Design team to ensure all the assets are integrated with no hassle and had no rework.

Game Artist - Internship | September 2021 - March 2022
Hypernova Interactive

- Gained experience on working in a fast paced work environment.
- Expanded my knowledge on softwares, for faster workflow.
- Worked on Environments, Props and Vehicles.
- Learned how workflows of different departments happen in Concepting, Animation, Designing and Level Design.

Texturing Artist - Internship | April 2021 - May 2021
SuperDNA 3DLab

- Obtained expertise on Texturing in PBR Pipeline.
- Completed texturing for 20 models in a span of 25 days.



SKILLS

Software Skills

MAYA 3DS MAX BLENDER ZBRUSH PHOTOSHOP
SUBSTANCE PAINTER UNREAL ENGINE UNITY

3D Skills

MODELLING TEXTURING RIGGING SCULPTING
BLENDSHAPES

Other Softwares

QUIXEL MIXER MARVELOUS DESIGNER
HOUDINI PREMIERE PRO AFTER EFFECTS



PROJECTS

The Museum

First Person Walkthrough | [Academic Project](#) 2021

Roles : 3D Artist, Asset Creator, Developer

- Worked on making Modular Assets, with a single trim texture sheet.
- Displays my 3D projects inside the museum.
- Fully optimized interior environment with game ready assets.

Phrike

First Person Horror Game | [Academic Project](#) 2021

Roles : Asset Creator, Developer

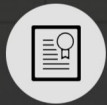
- Created modular assets for the game.
- Made a fully interactive environment.
- Came up with cinematics for the game inside unreal engine.

Foiled

2D Platformer | [Itch.io Game Jam](#) 2020

Roles : Asset Creator, Developer

- Made 2D sprite assets for the game (Character and Landscape).
- Specialized in character animations inside Unity.
- Worked with a team of 3, including developers and artists.



COURSES

Game Asset Creation | [May 2021](#) [View Certificate](#)

Victory3D

- Learned hard surface sculpting in zbrush (high poly).
- Gained expertise knowledge in the process of Retopology for low poly.
- Understood the baking process from high to low poly.