



www.bensoderstrom.com ▪ 269.303.4997 ▪ benjaminsoderstrom@gmail.com

Objective: To craft aesthetically stunning 3D characters and environments for games.

Summary of Qualifications:

- 7 years extensive experience with 3D modeling and character creation.
- Strong traditional art background in drawing and painting.
- Excellent verbal communication.
- Dedicated to getting the job done effectively and efficiently.
- Diverse technical knowledge and excellent troubleshooting skills.

Experience:

2010 – Present **38 Studios – Providence, RI**

Environment Artist

- Concepted, modeled and textured numerous statues.
- Modeled and textured many architectural assets.
- Hand-painted many architectural, prop and terrain textures.

2008 – 2010 **Savannah College of Art and Design – Savannah, GA**

Level I systems support

- Daily hardware & software support in lab/classrooms of approx. 600 PCs.
- Participated in management and delegation of Work-study technicians.
- Wrote custom application distribution script for PCs.
- Wrote numerous scripts for computer maintenance and custom installs.

2005 – 2007 **Equity Studios – Sturgis, MI**

Video editing & animation internship

- Created 2D animations using Flash.
- Composed menu layouts for Interactive DVD videos.
- Minor video editing and compositing in After Effects.

Student Projects:

Spring 2010 **Savannah College of Art & Design – Savannah, GA**

Art Director, Rift Mod for Unreal engine (PC)

- Best of Show & First Place in Digital game prototype for SCAD's Entelechy competition.
- Responsible for art/style direction for Rift team.
- Concepted, modeled and textured scientist character in 3.5 weeks.
- Modeled and textured numerous environment assets.
- Set-dressed approx. 30% of Rift's outdoor environment.

Education:

2008 – 2010 **Savannah College of Art & Design – Savannah, GA**

BFA in Game Design

- Graduated May 2010
- GPA 4.0 Summa Cum Laude

Software Skills: 3D studio Max, Zbrush, Maya, Photoshop, Painter, Illustrator, Flash, After Effects, UDK.

References available on request.