



Ben Adman

Technical Artist

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benadman.com
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Experience

VP of Communications

Associated Students of DigiPen Redmond
July 2019 - April 2020

Working as an officer for DigiPen's student government. alongside managing communications, record keeping and web development.

- Acting as 1 of 4 elected officers representing the student body to work with the school
- Developed new website for accessibility, transparency and record keeping

Production Assistant

DigiPen Marketing & Communication Dept.
May 2018 - April 2020

Digital and print production jobs for various depts. of the school including,

- Layout, illustration and typography for signage, outreach materials, and other documents
- Cutting and assembling signage, booklets and other print materials

Help Desk Worker

DigiPen IT Helpdesk

September 2016 - September 2018

Assisting faculty and students on campus with all things hardware, software, and networking, from ethernet cable splicing to tablet driver debugging.

Design Intern

Work-Shop RI

June - August 2015

Interned at the research, design and fabrication studio in Providence, RI learning wireframe workflow for web design, C&C milling, architectural process and general design experience.

Graphic Designer

RISD Design Guild

March - October 2015

Teaching Assistant

Pratt Fine Arts Center

July - September 2013

Projects

Night Heist

Technical Environment Artist

September - December 2020

Technical environment art and tools for the student third-person stealth game on a 22-person team.

- 10 Houdini tools developed for Unreal in-engine use, from set dressing to level geometry
- Worked closely with level design and production to produce tools for designers

Aldar

Art Producer & Technical Artist

July 2018 - Spring 2019

Production organization & game art for the student potion-crafting adventure game *Aldar*.

- Coordinating between artists, programmers and designers to organize tech art production
- Procedural modeling of plant species
- Growth animations for plants
- Vertex animation for ambient effects
- Distribution tools for population

Education

DigiPen Institute of Technology

2016 - 2020

BFA Digital Arts & Animation

Rhode Island School of Design

2013 - 2015

Courses towards BFA in Graphic Design

Software

SideFX Houdini	Adobe
Autodesk Maya	- Photoshop
Maxon Cinema 4D	- Illustrator
Substance Suite	- InDesign
Marmoset Toolbag	- Premiere
Unreal Engine	
Unity	

Programming

HTML & CSS
Processing
Experience with Python, C