



Ben Adman
Technical Artist

contact
contact@benadman.com
425 381 9544

portfolio
benadman.com
artstation.com/b_adman

Experience

Technical Artist

inXile Entertainment

July 2022 - Present

VFX and environment technical art on *Clockwork Revolution*.

Associate Technical Artist

Sledgehammer Games

March 2021 - July 2022

Realtime destruction on *Call of Duty: Vanguard*

Production Assistant

DigiPen Marketing & Communication Dept.

May 2018 - April 2020

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

IT Helpdesk Worker

DigiPen IT Helpdesk

September 2016 - September 2018

Hardware, software, and networking

Design Intern

Work-Shop RI

June - August 2015

Research, design and fabrication studio

Graphic Designer

RISD Design Guild

March - October 2015

Education

DigiPen Institute of Technology

2016 - 2020

BFA Digital Arts & Animation

Rhode Island School of Design

2013 - 2015

Courses towards BFA in Graphic Design

Projects

Clockwork Revolution TBA

Wide range of tech art problem solving, mostly tools and support for artists using UE5 & Houdini.

Responsibilities include:

- Design & implementation of a Houdini street tool, plus other worldbuilding HDAs
- Implementation of custom realtime destruction system with engineering team
- Implementation of water effects, impact effects, weapon optics
- Various custom materials & custom Niagara scratchpad logic

Call of Duty: Vanguard 2021

Worked in the destruction department on realtime destruction. Responsibilities included:

- Creation of destructible assets, from simple dynamic props to complex chippable objects
- Troubleshooting & bug fixing existing content
- R&D on future implementations of destructible/interactable assets

Night Heist 2019

Technical environment art and tools for a student production.

Aldar 2018

Production, environment art and tech art for a student production.

Software

Houdini

Unreal Engine

Unity

Maya

Blender

Substance Suite

Cinema 4D

Marmoset Toolbag

Adobe Suite

Programming/Scripting

Python

HTML & CSS

Processing

VEX

Blueprints