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Email: BenAndrewHearn@gmail.com
Portfolio: www.benhearntechartist.com

Technical Skillset:

Experience with design software and programming languages in order of proficiency:

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| Languages: <ul style="list-style-type: none">- Python- Pymel/Mel scripting- Windows Batch- Introductory knowledge of Maya Python API- SVN CLI- Windows CLI- Base knowledge of C, C# and C++ | Software Packages: <ul style="list-style-type: none">- Autodesk Maya- Autodesk 3DS Max- SVN- Perforce- Unreal Editor 3 / 4- Unity 3D |
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Projects/Titles:

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| Starbreeze:
2014/15: <ul style="list-style-type: none">- Overkills The Walking Dead (<i>In Production</i>)- Overkills The Walking Dead: The VR Experience- Payday2 DLC: Hotline Miami- Payday2 DLC: White Xmas Heist- Payday2 DLC: The Hoxton Breakout Heist- Payday2 DLC: The Diamond Heist | Ubisoft Reflections:
2013: <ul style="list-style-type: none">- The Crew
Born Ready Games:
2012: <ul style="list-style-type: none">- Strike Suit Zero |
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Employment History:

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| Starbreeze:
June 2014 - Present | Positions:
Technical Lead
Technical Artist |
| Responsibilities: <ul style="list-style-type: none">- Design & maintain new development pipeline- Liaise with artists to discuss workflow improvements- Create new features for the Valhalla Game Engine- Re-imagining of old development techniques- Optimisation of current tools and processes | <ul style="list-style-type: none">- R&D projects based around new Valhalla Engine- Implementation and scripting of game assets- Optimisation of assets & textures- Identifying and solving development issues |
| Ubisoft Reflections:
Jan 2013 – Nov 2013 | Position:
Junior Environment Artist |
| Responsibilities: <ul style="list-style-type: none">- Creation of both static and dynamic assets- Implementation of assets in game world- Creation of materials and textures- Various scripting tasks to improve artist workflow | <ul style="list-style-type: none">- Taking part in daily scrum meetings to discuss progress- Bug fixing game world towards the end of the project |
| Born Ready Games:
November 2012 | Position:
Art Intern |
| Responsibilities: <ul style="list-style-type: none">- Introduction to the art pipeline- Introduction into various studio roles- Creating LODS for various art assets | <ul style="list-style-type: none">- Input into artistic direction of assets- Modelling of damaged components for game vehicles |

EDUCATION

- De Montfort University** **2009 – 2012**
BSc in Electronics Games Technology – 3 years
Graduated with First Class Honours
- Northampton College** **2007 - 2009**
BTEC National Diploma in Electronic Engineering
Graduated with DDM (Distinction, Distinction, Merit)



BEN HEARN: TECHNICAL ARTIST & PIPELINE DEVELOPER
BENANDREWHEARN@GMAIL.COM
BENHEARNTECHARTIST.COM

STEMNET (Science, Technology, Engineering and Mathematics) Ambassador

Year:

Feb 2013 – Present

Responsibilities:

- Be an encouraging and inspiring role model for young people looking to explore professions within the games industry
- Lecturing in schools for age ranges 11 – 21+
- Supervising classes in using 3DS Max, UDK and generalist programming
- Hosting local events
- Hosting portfolio workshops
- Advising young people on career paths

SKILLS/ATTRIBUTES

- Highly self-motivated
- Technically minded
- Able to identify and solve workflow issues quickly
- High attention to detail
- Open minded approach to all tasks
- Excellent problem solving skills
- Wide background knowledge in both art and programming

HOBBIES AND INTERESTS

- Voluntary work including organising charity event parties
- Fitness
- Playing and writing music
- Snowboarding
- Socialising with friends & meeting new people
- Keeping up to date with new technologies
- Testing out new approaches to technical problems