

BEN HEYMANN

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<https://www.ben-hey mann.com/>

PROFESSIONAL SUMMARY

3D artist with expertise in design, asset development, and world building. Proven track record of shipping successful titles and leading cross-functional teams in game development. Specializing in creating optimized assets for gaming engines and production pipelines.

TECHNICAL EXPERTISE

3D Modeling/Sculpting:

ZBrush

Autodesk Maya/Max

Blender

Autocad

Wrap3/ZWrap

Texturing/Rendering:

Substance Painter

Marmoset Toolbag

Renderman/Arnold

MentalRay/VRay

Adobe Photoshop

Game Engines:

Unreal Engine/Unity

Production Tools:

Perforce/Sourcetree

Shotgrid

After Effects/Premiere

CORE COMPETENCIES

Asset Development

Production-Ready Asset Creation

VR/AR Development

Team Leadership

Motion Capture Integration

Technical Art Direction

Pipeline Optimization

Cross-functional Collaboration

EDUCATION

Master of Science, Visualization
| Texas A&M University | May 2020

Bachelor of Science, Visualization
| Texas A&M University | May 2017

PROFESSIONAL EXPERIENCE

Senior 3D Artist | MYR Games Studio | July 2023 - December 2024

- Led art development for multiple VR titles, including successful launches on Meta Quest Store.(Unity)
- Architected and documented standardized workflows for character asset creation, resulting in reduced onboarding time for new team members and improved production efficiency.
- Established art team best practices for character rigging, UV optimization, and material management, elevating visual quality while maintaining VR performance requirements.
- Shipped "Shootout" and developed avatar systems for "Poker VR" on Meta Quest Store.
- Managed art team workflows, ensuring efficient production timelines and quality deliverables.

3D Artist | BRON Studios | November 2021 - July 2023

- Created production-ready character assets with optimized topology and UV layouts.
- Implemented PBR texturing workflows for high-fidelity character materials.
- Integrated motion capture data and character assets into Unreal Engine for real-time production.
- Developed rapid prototyping methods for 2D/3D character concept iteration.
- Collaborated with animation team to ensure technical requirements were met for real-time rendering.

3D Artist | Bit Fry Game Studios | May 2020 - October 2021

- Developed environment and character assets for Apple Arcade titles.
- Shipped two major titles: "Ultimate Rivals: The Rink" and "Ultimate Rivals: The Court"
- Created comprehensive blendshape libraries for dynamic facial animations.
- Optimized 3D character for mobile platform requirements.

Instructor of Record | Texas A&M University | January 2020 - May 2020

- Led advanced Autodesk Maya curriculum development and instruction.
- Mentored students in technical problem-solving and artistic development.

3D Medical Artist | Amerra Medical Animation | November 2017 - May 2019

- Produced high-fidelity medical animations for surgical procedures and medical devices.
- Developed optimized asset creation pipeline for medical visualization projects.
- Collaborated with medical professionals to ensure anatomical accuracy.