

Ben Gerowe Technical Artist

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Website: www.bengerowe.com

Education

Champlain College

B.S. Electronic Gaming and Interactive Development - Art and Animation

Burlington, VT

May 2011

Professional Experience

Turbine Inc./WB Games

Technical Artist

Needham, MA

July 2014 - Present

- *Infinite Crisis* - Go to person for character rigging and prop solutions. Continued support of all art disciplines to get assets working together from source to a proprietary engine. Additional scripting to set up more advanced rig setups within our rigging system.

Turbine Inc./WB Games

Associate Technical Artist

Needham, MA

December 2011 - July 2014

- *Infinite Crisis* - Character Rigging, using Havok Tools to create ragdolls and cloth for characters and light scripting to speed up the process. Supporting all art disciplines with integration.
- *Lord of the Rings Online* - Embedded Technical Artist responsible for integration of all assets for updates and Riders of Rohan Expansion.

Turbine Inc./WB Games

Temp. Technical Artist

Needham, MA

May 2011 - December 2011

- *Lord of the Rings Online and Dungeons and Dragons Online* - Integration of armor sets, weapons and numerous assets for launch of the Isengard Expansion, LOTRO and DDO Updates. Other tasks and responsibilities including rigging and animation of environmental assets for raid encounters and world space and minor scripting needs.

Emergent Media Center

3D Artist

Winooski, VT

May 2010 - January 2011

- Worked on the UNFPA Game, Breakaway, 10-20 hours per week. Job responsibilities include
 - Animated the character for the mini games
 - Posed characters in the narrative still frames, averaging 30-80 frames per episode
 - Did material assignment for many of the props

3D Artist

March 2008 - December 2009

- Worked on the Visualize Burlington 3D Project in association with the City of Burlington.
 - Created 3D Houses in Google SketchUp
 - Collaborated with the Burlington Zoning Department for foundation plans
 - Created photo sourced textures with tight resolution restrictions

3D Artist

October 2008 - April 2009

- Exploring virtual spaces with IBM.

Skills

- Extensive experience in Maya and Photoshop
- Excels in coming up with creative rig solutions
- Experience with scripting in Python/PyMel
- Experience with Unreal Development Kit
- Creation of Character Ragdolls and Cloth using Havok Tools
- Excellent communication skills amongst several disciplines
- A strong desire to improve pipeline
- Passionionate about working with developers to create a quality game experience
- Experience providing support and documentation to artists

References

Steve Ashley
Lead Artist at Turbine Inc/WB Games
(857) 223-6372

Matt Regnier
Lead Artist/Lead of Outsourcing at Turbine Inc./WB Games
(219) 765 - 3968

Raymond McCarthy Bergeron
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