Ben Gerowe Technical Artist

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Education

Champlain College
B.S. Electronic Gaming and Interactive Development – Art and Animation

Burlington,VT
May 2011

Professional Experience

Monster Puppet
Senior Technical Artist

Remote
Aug 2025 – Present

Unnannounced Project
- Character rigging and scripting in Maya
- Asset implementation in Unreal 5 including Cloth and Ragdoll

Traega Entertainment
Lead Technical Artist
Senior Technical Artist

Franklin, TN
Jan 2023 – Aug 2023
Nov 2021 – Jan 2023

Dawn of Defiance
- Technical animation setups for characters and enemies in Unreal 5
- Helping artists, designers and engineers with technical challenges
- Pipeline support in Maya including rigging and motion capture
- Blueprint setups for a large number of assets including character armor, skins, animations etc.
- Cloth and Ragdoll Simulations
- Documentation for Team on best practices with naming and file structures

Aegis Descent
- Rigging and animating enemies/bosses with setup in Unreal 4
- Animation graph implementation

Blizzard Entertainment
Irvine, CA

Technical Artist
May 2016 – Oct 2021

Overwatch and Overwatch 2
- Character Skins for Events with Cloth and Ragdoll Simulations
- Character Rig Updates from OW to OW2
- Working with outsourcing on model feedback and implementation
- Custom scripting to accelerate outsource pipeline and animation tools.

Heroes of the Storm
- Character Rigging in Max and Maya
- Cloth and Ragdoll Simulations
- Custom Mount Rigging

Hi-Rez Studios
Alpharetta, GA

Technical Artist
Apr 2015 – Apr 2016

Smite and Paladins
- Animation Tree Setup and Support in Unreal 3
- Character animation export support in 3DS Max
- Database Hookup

Turbine Inc./WB Games
Needham, MA

Technical Artist
July 2014 – Oct 2014

Associate Technical Artist
Dec 2011 – July 2014

Infinite Crisis
- Go to person for Character and Prop Rigging
- Scripting to set up more advanced custom rig setups
- Cloth and Ragdoll Simulations

Lord of the Rings Online
- Skinning and engine setup for content for Riders of Rohan Expansion
- Working with artists to define templates for content creation for expansion and future integrity of assets

Skills
- Extensive experience in Maya and Photoshop
- Excels in coming up with creative rig solutions with Python
- Experience with Unreal (3-5)
- Extensive experience with Character Ragdolls and Cloth using a variety of tools including Havok, proprietary studio tools and Unreal.
- Excellent communication skills with artists, designers and engineers
- A strong desire to improve pipeline
- Passionate 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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