

# Noah Bench

## 3D Artist

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noahbench.com

### Work Experience:

#### EA Capital Games *Sacramento, CA*

3D Artist, June 2012 - present

- shipped Heroes of Dragon Age, fall 2013
- shipped Star Wars: Galaxy of Heroes, fall 2015
- character art pipeline owner
- wrote pipeline tools to speed up processes and reduce error
- responsible for integration of character assets into Unity
- trained artists in use of Maya, Perforce, and Unity
- maintained documentation on tools and processes
- optimized assets to stay within team guidelines
- wrote new shaders and expanded upon existing ones
- guided new features to stay within asset budgets

#### EA Capital Games *Sacramento, CA*

Art Development Manager, April 2016 - Jan 2017

- supervise 3 direct reports
- responsible for scheduling and tracking of all art tasks
- manage Art team's time between Live and Feature deliverables
- manage deadlines and deliverables for outsourcing partner
- drive process reform with team leads
- prepare regular submissions for review with Lucasfilm
- work with artists and engineers to improve team processes

#### Project Ethereal *San Francisco, CA*

3D artist and Co-founder, January 2011 - May 2012

- modelling, texturing, and animation for medieval combat game
- responsible for visual design and polish

#### GameInvest, SA *Lisbon, Portugal*

3D Art Intern, June 2009 - August 2009

- modelled 3D assets for hidden object games
- cleaned and polished outsourced assets

### Honors:

#### Lunch Breaks, Short Animated Film

- Official Selection, Animamundi Film Festival 2011
- Official Selection, Clearwater Music&Film Festival 2011
- Official Selection, Citrus Cel Animation Film Festival 2011
- Official Selection, Rochester International Film Festival 2011

### Professional References:

Stephanie Cramer  
Development Director  
EA Capital Games  
(323) 253-1783  
stephanie@ea.com

Michael Noriega  
Technical Artist  
EA Capital Games  
(916) 769-3650  
mnoriega@ea.com

Derek Smith  
Art Director  
EA Capital Games  
(415) 609-6976  
dereksmith@ea.com

### Education:

#### Carnegie Mellon University

Entertainment Technology Center

*Pittsburgh, PA*

Degree: MET, May 2012

Major: Entertainment Technology

#### Rochester Institute of Technology

School of Film and Animation

*Rochester, NY*

Degree: BFA, May 2010

Major: Film & Animation

Minor: Japanese Language

Cumulative GPA: 3.8

### Skills & Software:

Experienced with:

Maya  
Zbrush  
Photoshop  
3D Coat  
Unity 3D  
xNormal  
JIRA  
Shotgun  
Perforce

Familiar with:

3DS Max  
MotionBuilder  
Illustrator  
nDo2  
Modo  
Mudbox

Languages:

Python  
MEL  
C#  
cg  
Javascript