



BEN PRATT

ENVIRONMENT ARTIST + GENERALIST

CONTACT



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SOFTWARE

VERY COMPETENT



Maya



ZBrush



3DF Zephyr



Substance
Painter



Substance
Designer



Substance
B2M



Unreal
Engine 4



SpeedTree



WorldMachine



Photoshop



After Effects



Premiere



Marmoset
Toolbag



xNormal

COMPETENT



3DS Max



Mudbox



InDesign

INTERESTS

- **Modding** - In my free time I like to work with modding communities in an effort to further my skills and to help provide a more immersive, visual experience for their projects (e.g. Star Wars: Thrawn's Revenge).
- **Other** (Video Games, Video Editing, Photography, Films, Ancient History, Swimming)

REFERENCES

- Available on request

ABOUT

I have just graduated in 3D Games Art & Design at the University of Hertfordshire with First Class Honours, where I successfully completed a number of game and cinematic projects.

I am a committed, hard working and highly focused individual who pays close attention to detail. I enjoy a challenge and am always pushing myself to learn new skills in order to achieve the highest quality work as possible. I am skilled in all fields of 3D, but I wish to specialise as an environment artist since I particularly enjoy the environment and prop creation pipeline in games art.

SKILLS

- 3D Modelling / Sculpting Workflows (*Organic, Hard Surface*)
- High to Low Poly Surface Transfer / Texture Baking Workflows
- Game Level / Map Creation Workflows (*WorldMachine, Speedtree*)
- Game Asset Optimisation (*UV layouts, LODs, Texture LODs*)
- Traditional Texture / PBR Workflows (*Adobe Photoshop, Substance*)
- Good Knowledge of UE4 (*Implementation, Blueprints, Custom Materials*)
- Traditional Art Skills (*Anatomy, Colour, Composition*)
- Concept Design / Illustration
- Pre-Production Training
- Video Editing / Motion Graphics (*Adobe Premiere, Adobe After Effects*)
- Photogrammetry (*3DF Zephyr*)
- Organisation Skills
- Research Skills
- Leadership & Motivational Skills

EDUCATION

September 2013 - May 2017

- BA (Hons) - 3D Games Art & Design - University of Hertfordshire, UK
- First Class Honours

September 2010 - June 2012

- Dunraven School - Streatham
- A-Levels
- Photography: B
- ICT: C
- Geography: D

September 2010 - June 2011

- AS-Levels
- Biology: C

September 2004 - June 2009

- 9 GCSE's, Grades A - C

EXPERIENCE

Projects

- Worked in a 3-person team to create cinematic art piece **"Effigy"**.
 - Responsible for environment level creation, materials, blueprints, props, lighting, cinematography, video editing.
- Worked in a 4-person team to create basic strategy game **"B.C.E"**.
 - Responsible for concepting, environment level creation, props, lighting, cinematography, video editing, team leadership.

Competition

- Grads in Games - Search for a Star 2016
 - Created the environment level **"Nemeton"** within two weeks which granted entry to the second stage of the competition. Here I learnt how to quickly produce high quality environment art in a short amount of time, which was a very useful skill to have when working on other project's environments.

Work

- **September 2012 - May 2013**
 - Guy's + St Thomas' Hospital - Administrative Assistant