

Brendon Isaiah Bengtson

Character Artist

www.bengtsondesigns.com
mrbbengtson@gmail.com

5547 Mary Jo Way, San Jose, CA 95124
408.607.2695 cel

EDUCATION

Cogswell Polytechnical College - Sunnyvale, CA Spring 2003-2007
Bachelors of Arts in Computer and Video Imaging
Concentration in 3D Modeling and Texturing

ATTRIBUTES

- Can objectively evaluate situations quickly and
- Produce high-quality results under intense deadlines
- Effective communicator and troubleshooter
- Enthusiastic attention to details
- Motivated problem solver

EXPERIENCE IN

- Real time/game ready hair creation and pipeline
- Hyper realistic Hero head sculpting and texturing
- Modular and single character workflows
- Scan data utilization pipeline
- Shader and micro detail material knowledge
- Node based workflows
- P4/Shotgun etc planning and databases

SOFTWARE SKILLS

ZBrush, MODO, Maya, Mudbox
Substance Painter/Designer,
Unreal Engine 4,
Marmoset Toolbag
Marvelous Designer
Mari
MegaScans
...plus more

WORK EXPERIENCE

Crystal Dynamics, Redwood City, CA

Nov 2017 to Current

Position: Character Artist

- Modeled and textured characters for Marvel's Avengers

EA Visceral Games, Redwood City, CA

Aug 2017 to Nov 2017

Position: Character Artist

- Modeled and textured characters for Star Wars project

Sony Playstation VASG, San Diego, CA

April 2017 to Aug 2017

Position: Character Artist

- Modeled and textured character heads from scan data for MLB The Show '18
- Processed, remeshed, modeled, textured heads and bodies for un-announced and un-released ips

Blue Isle Studios, Toronto, Canada

Nov 2016 to Feb 2017

Position: Freelance Character Artist – Citadel Forged with Fire

- Modeled 3D characters for Unreal Engine 4 platform
- Produced characters via pipeline: HighPoly Zbrush – Retopo – UV – Substance Painter Materials – In-engine deliverables

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WORK EXPERIENCE .cont

Apple, Cupertino, CA - www.apple.com Sept 2015 to March 2017

Position: 3D Production Artist for Hogarth & Schawk Inc at Apple

- Produce hardware images for Apple.com
- Worked closely with art directors to achieve approved hardware styling

Ironklad Studios, Los Angeles, CA - www.ironkladstudios.com June 2015 to July 2016

Position: Character & Prop Artist

- Modeled 3D characters and prop assets for Unreal Engine 4 platform
- Textured models using Substance Painter, Substance Designer and Photoshop
- Worked closely with concept artist to deliver Art Director approved assets

Blue Blaze Studios, UK – www.blueblazestudio.com Aug 2014 to March 2015

Position: Character Artist

- Co-developed core character concepts in 2D illustrations and 3D Zbrush sculpts
- Created 3D character model assets for Unreal Engine 4 platform

Anatomage, San Jose, CA – www.anatomage.com May 2008 to Feb 2011

Position: 3D Modeling Technician, Production Manager, Application Specialist

- Managed team of up to 10 modelers
- Created and maintained 3D production pipeline

REFERENCES

Darcy Korch
Senior Character Artist
Sony Playstation VASG, San Diego Studio
Email: darcy.korch@sony.com

Anthony Jones
Concept Artist
www.robotpencil.net
Email: robotpencil@hotmail.com

Justin Goby Fields
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Kurt Papstein
Principle Artist
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