

BEN FRAZIER

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Professional Summary

3D Artist formerly of the film industry who created models based off scan data for feature films. Led by a passion for games, jumped ship from east coast to Seattle. Now works as a game tester by day and freelancing artist by night.

Professional Experience

Big Fish Games (Seattle, WA) (November 2017 – current)
Game Tester II (Contract)

- Playthrough, Ad-hoc and functional game testing of IOS and Android mobile titles
- Write bug reports and record logs of any functional, graphical or similar issues in JIRA. Complete regressions of resolved issues and research potential blockers.

VMC Game Labs (Redmond, WA) (Nov 2016 – Nov 2017)
Repro Tester

- Performed functional and Hardware testing; recorded and reported data.
- Applied test cases on hardware and software; created bug reports for hard/soft locks, general bugs, and/or failure to meet other test case specifications.

Cardacino Art Studio (Dec 2016 - current)
Freelance Artist

- Zbrush sculpture creation, design, polish, and 3D print prepping.

Scraping Bottom Games (Seattle, WA) (Oct - Nov 2016; March 2017)
Character Artist (contract)

- Modeled and textured characters/creatures, Zbrush/Maya/3D-Coat and Substance.
- Worked with lead artist to create concept and design that matched style of game.
- Low-poly/high-poly modeling and baking assets for Unreal Engine 4.
- Set up skeleton/weights for Mixamo rig, fixed weight issues for dynamic animation.

Direct Dimensions (Baltimore, MD) (June 2013 - August 2016)
Digital Modeler

- Created models from scan data for delivery of over 50 characters to visual effects houses of Captain America: Civil War. Assisted in scanning and data processing.
- Used Zbrush and Photoshop to create seamless models with accurate anatomy and clothing to fill gaps when hands, parts of faces and other areas were missing.
- Would collaborate with team to troubleshoot technical issues and prep models for 3D printing or FX house delivery needs.

Education

Rochester Institute of Technology (Rochester, NY) (May 2014)
Bachelor of Fine Arts(BFA) 3D Digital Graphics

Honors: Cum Laude
Varsity Men's Soccer
ACM SIGGRAPH Student Chapter

Skills

Maya	Photoshop	Photoscan
Zbrush	Substance Painter	Unreal Engine
Substance Designer	3D Coat	After Effects
Mudbox	3dsMax	Marvelous
Mixamo	xNormal	Microsoft Office