

C R A I G B E N T I C K
D I G I T A L A R T I S T
R E S U M E
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SUMMARY

Game Artist, Editor, Composer

With a professional background in Game Development and Video Production , along with my strong communication skills, I believe I am well suited to a position in your team.

SKILLS

I am a well organised, friendly, and hard working individual, with a passion for games, digital art, and films. I have worked in every facet of production, in varied environments.

High level verbal and written communication skills, Creative problem solving and a unique eye for design and conceptual thinking.

Ability to build on a basic idea to create something entertaining.

Fast enthusiastic learning

Ability to adapt to evolving technology, to transfer existing skills and apply them to new situations

5 Years experience in 3D modelling, with a further 4 in production, as well as an Advanced Diploma of Video Production.

EMPLOYMENT HISTORY: **PROFESSIONAL:**

2005-Present
KROME Studios

ARTIST - Prop Artist

Working on an untitled next-gen project, creating photoreal assets utilising next-gen techniques such as normal mapping and parralax mapping. i was involved in developing processes involved with producing next-gen assets within an existing pipeline. Creating feature assets, along with various stages of destruction, LODs, etc..

2004-2005
Perception Pty Ltd

ARTIST – StarGate SG-1: The Alliance

As a 3d artist on the project, I was required to create models and textures ranging from weapons, to vehicles, to the prestigious StarGate itself. I also created, edited and post-produced several Promotional Trailers for the game, presented at the E3 expo in Los Angeles. The nature of this position has allowed me to expand my skills and pace with which I can produce excellent results, due to short deadlines.

2003 – 2004

Hysteria Productions.

Editor/Comp artist

A freelance position that saw me serve as an editor on several productions, as well as a comp artist.

2002-2003

Future Factory Productions

VFX Artist/Editor/Segment Director

This was a short series produced for Community television in Melbourne. I was required to create the 3D Animated opening titles sequence, as well as all comps and overlays for the program. I also served as segment editor and director on several episodes, which called on my experience with location shoots and production management .

2001 – PRESENT

Dreaming Reality LAN INC.

EVENT ADMINISTRATOR

A 100 player LAN gaming event, held over a weekend, requiring varied organisational skills.

2000 – 2000 Microvision Digital Imaging

Digital Artist

3D Animation for Television Advertising, 2D image creation for print media, Web site design, Script and story development for proposed children's TV series.

AWARDS RECEIVED

2001 film "Harbinger" nominated for 2001 State Wide Season Of Excellence

2001 Solo Dramatic performance nominated for 2001 State Wide Season of Excellence

Debating; Regional Best Speaker, Knox region, 1999

International Toastmasters' Youth Excellence Honorary Membership

International Toastmasters' Youth Leadership Best Public Speaker Award, Wellington S.C.

Wellington Sc: Media Excellence award, 2000

Wellington Sc: Media Excellence award, 2001

Acting: Lead Role: Played "Jason" in college production of Medea.

Acting: Lead Role in College production of "Annie Get Your Gun"

Acting: Lead role in College Christmas production 1998

Youth leadership: fully qualified in Peer Mediation techniques of conflict resolution.

Academic: High distinction, Australian Schools English competition, 1999

Academic: Distinctions; Australian Schools English competition 1996, 1997, 1998

Winner: College Short story writing competition, 1996

Referees:

Jason Morris, Lead Artist, Perception PTY LTD
Telephone (02) 83441650

As my lead artist on the StarGate project, Jason can vouch for my unique ideas and passion for my work. He has seen my progression over the past year and will attest to my ability to perform additional responsibilities, and broaden my skill set as I perform complex tasks.

Suzanne Gooding, Principal, Dandenong West Primary School.
(details available upon request)

I have undertaken voluntary work at Dandenong West PS on several occasions, working directly with Ms Gooding and the teachers. Suzanne can elaborate on my skills as a team worker, communicative skills, and my ability to adapt to unfamiliar tasks.

Why Me?

I want to create great games, and to work with other creative people.

I relish a challenge, and bring wide multimedia knowledge to bear on my work.

I am familiar and competent in the use of a wide range of packages related to the advertised position, and possess a passion and intent that will serve you well.

I learn very quickly and can think outside the box to develop new ways of achieving goals. I believe that it is a TEAM that creates a professional result for a client, and that playing to the strengths of team members is the only way to learn from others.

I have a real passion for my art, and this shows in my results and presentation. If successful I will be a valuable asset, and make a notable contribution to your business.

I look forward to your response and the opportunity to speak with you further at an interview.

Yours Sincerely,

Craig Bentick