

**Ben Mathis**  
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## **Position:**

3D Character Artist

## **Work Experience:**

August 2005 – Present Neversoft Entertainment

Character Artist – Helped create in game characters for GUN, both low poly versions with color maps only, and versions with specular and normal maps.

September 2004 – August 2005 Mythic Entertainment

Character Artist – I helped for three months on Dark Age of Camelot's Catacombs expansion, and have since moved over to Mythics new Sci Fi MMORPG. We are using Normal maps generated from high poly models, traditional color maps, and specular maps. All in a highly modular system.

December 2004-January 2005 Wild Tangent Software

Contract Character Artist – I was contracted to make two in game characters. Each model was under 1,000 triangles with a single 512x512 color map.

February 2004 – April 2004 Sony Online Entertainment

Contract Environment Artist – I was contracted to make several environment objects with 4 levels of detail, each reducing the triangle count by half the previous version. All assets required normal and specular.

February 2004 – March 2004 Ironlore Entertainment

Contract Character Artist – I was contracted to make four non player character models. Each model was 1300-1500 triangles, and used a 256x256 color map with specular in the alpha channel, and a normal map baked down from high resolution geometry. I was responsible for rigging the characters.

November 2003 – September 2004 Terminal Reality Incorporated

Character Artist – I was one of three character artists in charge of making all characters for BloodRayne 2. Characters were from 2,000 triangles to 5,000 triangles, and had 512x512 color, RGB specular, and normal maps. Some of the characters had multiple variations which must all fit on the same texture. I rigged my own characters.

March 2003-October 2003 Warthog Texas

Junior Artist – I was responsible for creating environment assets and character models including UV's for a Lord of the Rings title. Environment assets had to include normal maps. Characters were in the 1500 triangle range. I created both the Elven Archer, and Human Wizard main character models. The project has since been canceled.

## **Shipped Titles:**

Tony Hawk Project 8 – Full time – 360, PS3  
GUN – Full time - PS2, Xbox, Xbox 360, Gamecube, PC  
Bloodrayne 2 – Full time - PS2, Xbox, PC  
Dark Age of Camelot:Catacombs – Full time– PC  
Ghost Recon 2 – Contract - PS2, Xbox, Gamecube  
Fate – Contract – PC  
Oblivion – Contract – PC, 360  
Rise of Legends – Contract – PC

## **Education:**

Virginia Commonwealth University – 2000-2001 Illustration major  
Savannah College of Art and Design – 2002-2003 Computer Art Major  
Austin Museum of Fine Arts – Summer of 2003 Various Life drawing classes

