

MAX K. BENNETT

Environment Artist & Level Designer

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Software

Unity

Unreal Engine 4

Maya

Zbrush

Photoshop

Substance Designer

Substance Painter

World Machine

Speedtree

Skills and Highlights

- Asset creation using contemporary, real-time rendering methods
 - Expertise in lighting, composition, and set dressing
 - Strong 3D modeling and Texturing
 - C# programming
 - Two years game engine experience
 - Demonstrated proficiency with level design, gameplay flow, and user experience
 - Applied narrative design, world building and visual storytelling.
 - Excellent written and spoken communication in English
 - Extensive experience working in teams
 - Pedagogical skills
 - Motivated by results
 - Passion for playing and creating games
 - Familiar with the principles of cartography
 - An interest and broad understanding of world culture and history, as well as architecture and natural forms
 - Applied research and problem solving
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Experience

Bent Image Labs

September 2018 - December 2018

Intern

- Developed mobile AR applications with proprietary technology.
- Programmed responsive, performant gameplay in Unity.
- Made UX and game design choices according to platform needs and constraints.

The Art Institute of Portland

August 2016 - August 2018

Math and Writing Tutor

- Tutored college level algebra, 3D vector math, and academic and creative writing.
- Mentored students with special needs and built personalized plans.
- Taught international students across language and cultural barriers.

Global Game Jam

January 2018

Level Designer, "Depth" (Multiplayer Split Screen)

- Managed file structure of the project, handled and organized art files from team members.
- Designed and refined an interesting gameplay space.
- Provided flexibility in picking up a variety of roles and tasks when needed, including but not limited to gameplay programming, modeling, playtesting and UI.

The Art Institute of Portland - Student Game Production June 2017 - March 2018

Project Lead, "Magician's Apprentice" (VR Project)

- Managed team of nine with agile development.
- Played a pivotal role in visual development, modeling, rigging, animation, gameplay programming, and sound.
- Enforced deadlines, resolved interpersonal conflicts and prioritized tasks.
- Problem solved production challenges and found solutions to technical hurdles, pushed for high quality product.

US Army

October 2009 - April 2014

Infantryman

- Deployed to Afghanistan, participated in Operation Enduring Freedom.
- Performed as a fire team leader in both training and deployment.
- Worked with the Jordanian, Afghan, Canadian, Czech, Polish and British Militaries.

Americorps NCCC

October 2007 - July 2008

Team Member

- Built housing post-Katrina in New Orleans and on the Mississippi gulf coast.
- Prevented wildland wildfires and provided emergency services to rural Arizona.

Education

The Art Institute of Portland, Portland OR

2018

Bachelor of Arts in Game Art and Design

Miscellaneous

Counties of Citizenship: USA, Canada

Languages:

- English (Native)
- Spanish (Intermediate)
- Farsi (Beginner)