

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