

Benjamin Beary

Technical Artist/Level Designer/3D Modeler/C# Programmer

San Jose, California

BenjaminBeary@gmail.com

<https://benbeary.github.io/art-109-sjsu/portfolio-site>

Tools

Unity	- 4 Years Experience
Blender	- 3 Years Experience
Adobe Photoshop and Illustrator	- 5 Years Experience
Aseprite	- 4 Years Experience
C# and JavaScript	- 4 Years Experience

Work

Game Portfolio:

- <https://benbeary.itch.io>

Group Project Browser Games within *Intro to Game Design Class*,

- <https://benbeary.itch.io/death-tides>
- <https://zorzini.itch.io/devils-acre>
- <https://benbeary.itch.io/dodge-kart>
- <https://benbeary.itch.io/whoop-man-v04>
- <https://benbeary.itch.io/all-out-riot>

Solo Developed Browser Games

- <https://benbeary.itch.io/untitled-defence-game>
- <https://benbeary.itch.io/game-board-demo>

Education

Santa Rosa Junior College / GE requirements

August 2020 - May 2022

San Jose State University / Digital Media Arts BFA

August 2022 - May 2025