

Philip Benn

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Designer/Professor/Generative AI Dev

Designer, professor, and developer with a background in 3D production for product rendering and animation. Expert knowledge of generative ai. Excellent written and verbal communication skills and problem-solving abilities. An outgoing and personable team member.

Areas of Expertise

3D Production and Product Rendering: Adobe Creative Suite, Cinema4D, Maya, Rhino, Nuke, Blender |
Generative AI: Stable Diffusion, ComfyUI, Automatic1111 | **Web Development:** VSCode, Python, JAMstack web development architecture

Links

Portfolio: <https://benn-portfolio.vercel.com>

Education

Master of Fine Arts (MFA), Design Technology
San Francisco Art Institute
Bachelor of Arts (BA), English Literature
Virginia Commonwealth University

Experience

Synthemo: synthemo.com Art Director and Developer Design and development full stack web app for Synthemo.com and the node-based generative ai app Fluxion.	2024 – Current
Hopeflo: hopeflo.org Art Director and Developer Design and development of full stack web app for Hopeflo.org and the node-based generative ai app Fluxion.	2024 – Current
California College of Art: portal.cca.edu/people/pbenn Adjunct Faculty, MFA Design Teach motion studio and MFA exhibition courses.	2015 – Current
XYZ Studios: wearexyz.com Adjunct Faculty, MFA Design Taught motion studio and MFA exhibition courses.	2015 – Current
NovelSpace/Elysium System: novelspace-website-novel-space-team.vercel.app Art Director and Developer Designed and Developed full stack web apps integrating LLMs, Stable Diffusion Txt2img ML models.	2023

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Logitech**2019 – 2023****Staff lead Visual Designer**

Created and executed workflows for marketing assets. Worked with Engineering, Industrial Designers, Product Managers.

- Served as a project lead of four years of product launches for the mobility team.
- Created 3D Rendering, 2D Design Visualization.
- Performed CAD data conversion into DCC renderable assets.
- Created photorealistic imagery for Logitech website, in-store POS, packaging, and partner websites.

Schawk**2017 – 2018****Staff 3D Technical Director**

Created digital image assets for Apple product refresh and launch events.

- Executed Workflow for digital asset production of high-resolution, photorealistic imagery for product launches and in-store POS.

Nvidia**2014 – 2017****Staff 3D Technical Director**

Created digital image assets for Nvidia events and product launches.

- Researched and developed off-line and real-time GPU rendering pipelines.
- Performed product testing for Nvidia's in-house GPU progressive and programmable renderer.
- Created workflows for CAD data conversion into DCC renderable assets.

Additional Relevant Experience

Prologue Films, Technical Director | Visual Designer | Staff | Contractor

Eveo

Hydraulx

Atmospheric

R/GA

School of Visual Arts, Computer Art Professor

Taught courses in 3D computer graphics.

Virginia Commonwealth University, Design Department Professor

Taught courses in computer graphics and animation.