

BEN CANFIELD

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SUMMARY

GAME ARTIST WITH FOCUS IN ENVIRONMENT DESIGN AND 3D PROP MODELING
SKILLED IN ANIMATION STYLES RANGING FROM MOTION GRAPHICS TO 3D CHARACTERS
STRONG INTEREST IN GRAPHIC DESIGN WITH FOCUS IN ILLUSTRATION AND TYPOGRAPHY

EDUCATION

DePaul University

8/2007 - 06/2011

BACHELOR OF SCIENCE IN ANIMATION

EXPERIENCE

CREATIVE

Octodad

6/2010 – 3/2012

VISUAL DESIGN LEAD

- o Managed a team of five artists to create and maintain a cohesive visual style.
- o *Octodad* was chosen as one of eight student games from across the world to be showcased in the 2011 Independent Games Festival at the Game Developers Conference in San Francisco.
- o Worked with other disciplines to maintain a smooth workflow for the project.

WMG Inc.

6/2011

FREELANCE ANIMATOR

- o Created a three minute animated technical demonstration for a tradeshow presentation.

DePaul University

9/2009, 9/2010, 9/2011

TEACHER'S ASSISTANT

- o Selected for three consecutive years by faculty to assist in running a summer program for incoming freshman and high school students as part of a week-long all-day program teaching 2D and 3D software to make games.

Chicago International Film Festival Promotional Ad

10/2009

ANIMATOR

- o Animated a 3D short promoting DePaul's Digital Cinema Program under a tight deadline.

OTHER

J Crew

10/2012 – *present*

SUPPORT ASSOCIATE

- o Organize and maintain stock room and show floor.

Chicago Bears/Delaware North Company

10/2012 – 2/2013

ORDER FULFILLMENT SUPERVISOR

- o Responsible for a small team that shipped a large volume of web based orders for the official Chicago Bears retail website.

Pottery Barn

5/2011 – 10/2012

STOCK ASSOCIATE

- o Responsible for all incoming and outgoing merchandise from the back of house.
- o Lead a team in charge of organizing and maintaining stock room.

SOFTWARE

Adobe Photoshop, Adobe After Effects, Autodesk Maya, Final Cut Pro, Adobe Illustrator, Game Maker, Unity, Windows XP/Vista/7, Mac OSX, Microsoft Word, Microsoft Excel, Microsoft PowerPoint