BENJAMIN GLASSER

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Education

ArtCenter College of Design: MFA candidate Media Design // Pasadena, CA   2022
General Assembly: Software Engineering Immersive // Remote   2021
University of Southern California: B.S. Cognitive Science // Los Angeles, CA   2016

EXPERIENCE

Easel, Lead Product Designer
February 2023 – Present / Los Angeles, CA
- Leads the end-to-end design process for Easel AI's social application, creating intuitive and user-friendly interfaces that align with our established brand guidelines.
- Collaborates and delegates daily directly with product, engineering, and AI teams.
- Develops and evolves the Easel AI brand identity, including logo, typefaces, color schemes, and other visual elements.

StandardVision, Creative Technology
April 2023 – September 2023 / Los Angeles, CA
- Actively supported the development team in enhancing the user experience and interface of their software content management system, bridging design with seamless functionality.
- Developed a cutting-edge in-camera VFX demo using Unreal Engine, showcased on the company's studio soundstage for industry professionals, highlighting the forefront of visual effects capabilities.
- Conceived and delivered a high-fidelity client based render, focusing on a deep field fake 3D effect and water simulations for a tryptic display, which was seamlessly integrated across one of the company's major video screen installations, offering an unparalleled immersive visual experience.

BMW, Media Design
May 2022 – January 2023 / Munich, Germany
- Developed a real time interactive XR experience using Unreal Engine on a fast paced, corporate deadline.
- Designed various AR applications to express ideas and present to my team for weekly reviews
- Packaged and handed off approved assets to the engineering team for integration.
- Created 3D renderings in Blender, Unity, and Unreal Engine to be displayed on various displays. Tasks included virtual cinematics, materials and texturing using PBR based workflows, Unity scripting and UE blueprints, special effects, character rigging and animation, and workflows between various software. Worked extensively with VFX graph (Unity), Niagara (Unreal Engine), and Particle Systems (Blender), as well as built custom shaders to prototype novel effects that translate across multiple platforms
- Presented high fidelity prototypes to the BMW Board at their yearly conference
- Signed two novel invention patent

FREELANCE, Full Stack Web Development
September 2021 – Present / Remote
- Developing custom web applications, landing pages, and ecommerce websites for a myriad of clients with React frontends with the ability persist data in backend databases
- Holding stakeholder and user interviews to design and implement successful UX/UI
- Managing small teams to ensure smooth delegation of workflow, as well as ensuring delivery of successful products on tight deadlines

FEATHER VENTURES, Artist Manager
November 2015 – September 2021 / Los Angeles, CA
- Manager of the band, The California Honeydrops and solo artist, Daniel Rodriguez
- Worked directly with agents and promoters to book tours
- Provided all design assets such as social media, single artwork, banners, posters, CD/Vinyl layout, merchandise and products
- Fulfilled the terms of previous sponsorships and acquired new business

SKILLS

Software: Unity, Unreal Engine, Blender, Photoshop, Illustrator, InDesign, Premiere, After Effects, Figma, TouchDesigner
Hardware: Arduino, ESP32, Raspberry Pi
Programming: JavaScript, HTML5, CSS3, Python, Java, React, Django, Node.JS, Express, MongoDB, Processin