BEN SLEDGE
Technical Artist

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510.730.1805

Education

Clemson University
Clemson, SC (expected May 2014)
Master of Fine Arts Degree in Digital Production Arts
School of Computing

East Tennessee State University
Johnson City, TN (2010)
Bachelor of Science Degree in Digital Media, Minor in Computer Science
Magna Cum Laude

Animation & Visual Effects Skills

Character Rigging
Experienced in designing character setups using deformers, skeletal systems and blend shapes. Able to create animator friendly rigs while maintaining a high level of control over deformations.

Python / MEL Scripting
Proficient with Python both in and out of the Maya environment to increase productivity and reduce user error with a focus on pipeline integration. Experienced with the Django web application framework.

3D Generalist
Skilled in modeling, UV layout, texturing/surfacing, lighting, rendering and animation. Comfortable working in team based environments with other artists. Focused on creating quality assets for downstream departments.

Technologies
Operating Systems – Windows, Linux and Mac OS X
Software – Autodesk Maya & Mudbox, Nuke, CineSync, Adobe Photoshop, Illustrator and Premiere
Programming – Python, MEL Script, C++, git and SVN

Experience

Rigging Lead / Pipeline Lead / Animator – ROBO+REPAIR Short Film
  (May 2013 – July 2013)
Part of the DreamWorks Animation Summer Industry Course at Clemson University. Designed a full-featured, joint based deformation system for the rigid body main character featuring three interchanging arms and torso that pivots around an arbitrary angle. Wrote scripts and tools to move assets and resources between software packages and strengthened the production pipeline by extending render-queue management scripts. ROBO+REPAIR will be a part of the 2014 SIGGRAPH Dailes program in Vancouver.

Pipeline Technical Assistant – Clemson University
  (February 2013 – December 2013)
Worked as part of a team of programmers to develop an automated and fluid production pipeline infrastructure. Scripted CineSync and rigging workflows.

Character TD / Modeler / Animator – "The Water is Always Bluer" Short Film
  (January 2012 – December 2012)
Modeled, rigged and laid out UVs for the main character and environment models and assisted with lighting, character design and story concepts. Lead animator on several shots.

Production Manager / Python Developer - Campus Banner + Design
  (August 2011 – present)
Supervised a team of 8-10 designers working on the campus of Clemson University. Duties included hiring and training new designers, managing workflow efficiency and prioritizing projects and tasks to meet client deadlines. Designed, developed and maintained a job tracking and invoice webapp built on the Python framework Django.

Leadership

SIGGRAPH Conference
Dailies Presenter (2014), Student Volunteer (2009)

Greenville International Film Festival
Judge for Emerging Filmmakers Category (2012), Student Volunteer (2012)

ETSU Student ACM SIGGRAPH Chapter
Treasurer (2009-2010), Webmaster (2007-2009), Secretary (2006-2007)

Honors

Phi Kappa Phi – East Tennessee State University (inducted 2009)
Epsilon Pi Tau – East Tennessee State University (inducted 2009)