



Benjamin Ritter

DIGITAL ARTIST

<http://www.bwriter.com>

Objective To apply my wide range of talents toward rewarding, team-based productions. Over time, to lead teams of incredible people so that they may **create works greater than the sum of their parts**.

Skills Trained fine artist in traditional and digital media.
Experience with 2D and 3D game and cinematic production pipelines.
Preference for technical artistry. Shaders, rendering, compositing, etc.

Work Experience *2011 - present Firecracker Software, Tacoma, WA*
Artist and UX Designer
Mobile games and app development. Provided user experience iteration and testing from concept to completion. Created all art assets for user interfaces, matte backgrounds, game objects, and promotional material. Developed solutions to emerging challenges posed by new and varied touch interfaces. Dabbled in concepts of game design.

2007 - 2009 hhgregg Electronics and Appliances
Store Supervisor
Knowledge of business operations from the ground up. Warehouse manager, customer service lead, acting sales manager. Interviewed new hires, managed schedules, distribution, work orders, and floor presentation.

Education *2009 – present DigiPen Institute of Technology, Redmond, WA*
BFA Digital Art and Animation GPA: 3.0
Trained to produce game and animation assets from concept to completion. Managed production teams. Assisted instructors. Focused on technical aspects of 2D and 3D production pipelines toward fast iteration and fine polish.

2005 - 2007 Ball State university, Muncie, IN
Computer Science
Two years general study, focus on business and computer science.

2001 - 2005 Tipton High School, Tipton, IN
Core-40 Diploma

