

Ben Redmond

3D Hard Surface Artist from Queensland, Australia.
artstation.com/bek

Queensland, Australia

+61 04 804 904 15
benredmondau@gmail.com

EXPERIENCE

Hi-Rez Studios, United States— *Hard Surface Artist*

Feb 2018 - Dec 2022

Rogue Company team. Responsible for creating weapon models, assisting their setup in engine, tech R&D, gameplay feedback, material and tech setup (collision, LODs, stringtables, vertex colour usage, substance templates and resources), interviewing candidates, onboarding new hires. Also worked with various outsource partners to incorporate third party assets.

BattleState Games, (remote)— *Freelance Artist*

OCT 2016 - DEC 2016

Freelance work for *Escape From Tarkov* working on military equipment.

EDUCATION

University of Queensland, Australia— *Bachelor of Arts*

Feb 2012 - July 2015

Majored in Writing and Philosophy.

PROJECTS

Rogue Company — *Hi-Rez Studios*

Project developed for PC, Xbox One, PS4, and Nintendo Switch. Read more at: <https://www.roguecompany.com/>

Feb 2018 - Dec 2022

Arma 3 Mods — *Red Hammer Studios (mod group)*

Worked on various realistic weapons and gear for the Real Virtuality engine (Arma 3). Included in-engine setup and pipeline R&D.

Dec 2015 - PRESENT

SKILLS

Realistic Hard Surface Artist

Proficient at technical /
in-engine setup and
optimisation

Strong work ethic and
problem solving skills

Software

Modo

Fusion 360

Plasticity

Zbrush

Blender

Substance Painter

Substance Designer

Substance Sampler

Marvelous Designer

Photoshop / Krita

Marmoset / Keyshot

Unreal, Unity, Real Virtuality

Perforce

Atlassian / Jira / Confluence