

Mabel Benford

Game Artist

Profile

Employment History

Education

Details

mabel.benford@gmail.com

(867) 023-6677

123 Big Sky Lane, Bozeman, MT 59715

Game Artist with 1 year of experience in creating visually compelling and engaging game assets. Proficient in 2D and 3D design, animation, and concept art, with a strong understanding of game design principles and aesthetics. Demonstrates exceptional teamwork, communication, and problem-solving abilities, contributing to the creation of immersive gaming experiences for diverse audiences.

Lead Game Artist at Bad Rhino Games, MT

Apr 2023 - Present

- Successfully led a team of 8 artists in the development and launch of "Rhino Rampage," which generated over \$2 million in revenue within the first six months.
- Streamlined the game art production pipeline at Bad Rhino Games, resulting in a 25% reduction in project turnaround time and a 15% increase in overall team productivity.
- Designed and implemented an in-house training program for junior artists, improving their skills and contributing to a 30% improvement in the quality of art assets produced.
- Played a key role in securing a partnership with a major publisher, resulting in a \$5 million deal for the development of a new AAA game title.

Junior Game Artist at Team KAIZEN, MT

Aug 2022 - Mar 2023

- Created 15 high-quality 2D and 3D game assets within a 6-month period, resulting in a 20% increase in overall game art production for Team KAIZEN projects.
 - Collaborated with a team of 5 artists to develop and launch a successful mobile game that received over 100,000 downloads within the first month of release.
 - Implemented an optimized art pipeline that reduced asset creation time by 30%, enabling the team to meet critical deadlines and deliver projects on time.
-

Bachelor of Fine Arts in Game Design and Development at Montana State University, Bozeman, MT

Sep 2018 - May 2022

Relevant Coursework: Game Design Principles, Interactive Storytelling, Game Programming, 3D Modeling and Animation, Level Design, Virtual Reality Development, Game Production, Game Art, and User Experience Design.
