CONTACT ME AT

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🖥 https://s3pirion.artstation.com

in https://linkedin.com/in/ben-platnick-ab9053202/

📞 404-860-0602

🎞 https://vimeo.com/517841405

SOFTWARE EXPERTISE

- Autodesk Maya
- Autodesk 3DS Max
- Perforce Source Control
- Adobe Creative Suite
- Unreal And Proprietary Engines
- Substance Designer/Painter
- Visual Studio
- Helix Swarm
- Azure DevOps
- Atlassian Confluence/Jira

SKILLS

- Proven Game FX Production within Various Engines
- Creating Systemic VFX Solutions and Tools that anyone can use
- C++/Blueprint/NiagaraScript Creation/Implimentation
- Pipeline Production Skills
- Ability to collaborate with various teams of Artists/Designers/Engineers
- Implementing compelling and captivating MTX-focused VFX for live service games, generating multiple MM in revenue
- Self-Driven
- Critical Thinker

BEN PLATNICK

VFX/TECHNICAL ARTIST

EXPERIENCE

VFX Artist II, Riot R&D - "Unannounced Title"
Riot Games | July 2023 - Present

First VFX IC Hire, responsible for building up and engineering the foundations for VFX systems, workflows, styles, and tools to create a whole lot of sparkle magic for a new team.

VFX Artist - "Destiny 2 (Various Expansions)"
Bungie | June 2021 - July 2023

Worked on the conception, design, and completion of various real-time particle effects for various "Destiny 2" seasonal and yearly expansion releases. My roles were :

- Creating and implementing VFX assets for Player Rewards and other teams within the Systems area and beyond.
- Worked as a stakeholder for VFX in the Commerce Area, providing feedback and risk assessments, and participating in the greenlight process for Expressions content, such as Emotes and Finishers.
- Collaborating with other Artists, Producers, and Art Directors on various small teams to ensure on-schedule completion of assets in a pipeline production format.
- Providing actionable feedback and direction as well as mentorship to other artists, including Junior Artists, within the VFX discipline.
- Researching and developing systemic VFX solutions for various teams, helping to make the creation and maintenance of new and existing VFX systems easy and intuitive, even for non-VFX Artists.

Freelance/Contract VFX Artist - "Team Fortress 2"
Valve Corporation | Dec 2019 - Dec 2022

Worked on the conception, design, and completion of various real-time particle effects in Valve Software's "Team Fortress 2". My roles were:

- Coming up with technically interesting and visually appealing concepts for particle systems that excited players, while also fitting the theme of upcoming updates and original art direction.
- Executing those concepts and rapidly iterating on them in order to turn around finished products by deadlines.
- Bringing WIP assets to a community of other artists in order to ask for feedback, and then quickly iterating those suggestions back into the asset.

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BEN PLATNICK

VFX/TECHNICAL ARTIST

EDUCATIONAL HISTORY

The Digital Animation and Visual Effects School
BS in Visual Effects Production | Jan 2020 - Mar 2021

- Studied Modeling, Texturing, Lighting and Compositing and specialized in Visual Effects Production for Game and Film.

College Of Coastal Georgia
AA in General/Core Art Studies | Aug 2017 - Aug 2019

- Studies for General Art Foundations and Core Education