



# Benjamin Steineman

## Environment Artist

[www.ximy.com](http://www.ximy.com)

[ben@ximy.com](mailto:ben@ximy.com)

415 425-1976

Berkeley, California

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**Objective** To obtain an entry level position as an Environment Artist for games.

### Technical Qualifications

Autodesk Maya 8

3D Studio Max

Adobe CS Suite

After Effects

Macromedia Suite

MotionBuilder 7 Pro

Match Mover 4

Silo

Vicon IQ 2

Unreal Tournament Editor 2004

Final Cut Pro/Express

ZBrush 2

### Skills

Environmental and prop modeling, texturing and lighting. Camera mapping, rotoscoping, compositing, video editing, sculpting, painting, drawing, web design, HTML and 60WPM.

### Employment

Alberto Armas Producciones 2003 – 2004

Video editing with Final Cut Express for commercials,  
Cajamarca, Peru

Ricardo Salazar 2003

Wood painting, sanding and finishing, San Francisco, CA

Marie Rainey 2002 – 2003

Computer repair and help installing hardware, Paradise, CA

### Experience

Tango productions 2006

Environment and prop lead for "A Set for Disaster", short film.

Designed and created a level in the Unreal Tournament Editor.

### Education

Ex'pression College for Digital Arts, Emeryville, CA 2004 – 2007

Bachelors of Applied Science in Animation and Visual Effects

### Languages

Fluent in Spanish