

# BENJI TRAN

## CG GENERALIST

### PROFILE

Benji is a CG Generalist capable of complex modeling, texturing, lighting and shading. Always eager to learn new skills and absorb information.

### CONTACT

[www.benjitrان.com](http://www.benjitrان.com)  
[www.artstation.com/benjitrان](http://www.artstation.com/benjitrان)  
[benji.trان@outlook.com](mailto:benji.trان@outlook.com)

## EDUCATION

Gnomon School of Visual Effects  
Jan 2019 - Dec 2021

## SKILL SUMMARY

### Modeling and Texturing

- Modeling Hard and Organic Surfaces
- Procedural and hand painting texturing techniques.

### Lighting and Look Dev

- Working with node based shading networks.
- Lighting entirely CG scenes.
- Rendering Optimization.
- Setting up and working with multi-channel EXRs.

### Communication and Collaboration

- Working with others and effectively communicating visual ideas.

## WORK EXPERIENCE

### 3D Generalist (Freelance)

Psyop | August 2023 - Present

- Modeling, Texturing, and Lookdev using Autodesk Maya and Substance Painter.
- Lighting/Rendering fully CG scenes as well as matching lighting of plate photography to CG assets.
- Compiled multichannel render passes for comp.
- Baking HighPoly meshes to LowPoly meshes for Unreal Engine.

### Hard Surface Environment Artist

343 Industries | June 2022 - Jan 2023

- Translated concept art into 3D assets and iterated upon design as needed.
- Designed assets in the spirit of concepts under art direction guidelines.
- Tested software to explore new workflows as well as documenting the process.
- Trim sheet mapping models to texture sheets created by the surfacing team.
- Worked with level design to ensure that sight lines remain intact.

### 3D Generalist

Ingenuity Studios | Feb 2022 - June 2022

- Modeled, textured, shaded and prepared assets to be published into USD pipeline working with Autodesk Maya, Substance Painter, and Houdini.
- Lighting/Rendering full CG scenes as well as matching lighting of plate photography in Houdini's Solaris.
- Animation and Rotomation.
- Kitbash Asset Creation for set extensions.
- Working with Shotgrid and Deadline.
- Communicating with various departments to complete shots in a timely manner.

## SOFTWARE

- Maya
- V-Ray, Arnold, Renderman
- Houdini
- ZBrush
- Substance Painter
- Mari
- Nuke
- Adobe Suite
- Blender

## RECOGNITION

Gnomon Best of Term 2020

- Character Animation

Gnomon Best of Term 2021

- Animation | Mech
- Character | Lighting