

# Beren Franklin • 3d Artist & Level Designer

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## Software

- Blender
- Maya
- Zbrush
- Substance Painter
- Substance Designer
- Photoshop

## Major Skills

- 3d art
- 2d art
- Character design
- Scene composition
- Level design
- Photography

## Minor Skills

- Narrative design
- Audio design
- C#
- Rigging
- Self-motivated
- Adaptable

## Engine Experience

- Unity
- Unreal
- Source
- GoldSrc

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## Project Experience

### The Dreaming Lake (2022)

- Game designer for a team of nine for an open world exploration-based PC Unity game
- Wrote clear documentation, directed engaging story elements, and iterated on all aspects of design
- Managed an interdisciplinary team of artists, programmers, and designers to complete all major goals
- Created original audio and music, contributed to level design, 3d art, rigging and animation as needed

### Citadel (2021)

- Crafted environments, props, characters, and provided rigging for a fantasy PC Unity game
- 2<sup>nd</sup> place for Character Modeling at the Excellence in Computer Graphics Award at CSU, Chico
- Created unique characters & creatures based on concept sketches, incorporating my own innovations
- Modeled props and environments from my own designs, based on descriptions from lead designer
- Pivoted to level design in late stages of development, doing art passes and remaking levels as needed

### Zyga Hunter (2021)

- Deeply involved in all areas of development on a five person team, for a sci-fi PC Unity game
- Singlehandedly designed strange alien creatures from concept art to fully animated models
- Crafted key 3d environmental assets including architecture and materials alongside various props
- Shaped the overall art direction and collaborated on the story to give it a clear sense of identity
- Built and iterated on levels to deliver an atmospheric environment with engaging gameplay
- Wrote C# scripts to handle events within the levels, such as audio triggers, lighting, and objectives
- Created all sound effects, music, and voice acting, and implemented them in-game

### Viral Love (2020)

- Collaborated on a three-person team for a visual novel mobile Unity game
- Designed characters and drew portraits to give them unique quirks and personalities
- Created all UI elements incorporating rendered 3d elements
- Demonstrated adaptability when we redesigned major game features early in development
- Responsible for art direction and collaborated on narrative to tell a fun and compelling story
- Designed and programmed the dialogue system, and helped write complicated branching dialogue

### Raising the Bar: Redux

- General 3d artist on a Half-Life 2 mod on the Source engine
- Created original prop assets, including unique clutter in Maxwell's lab & Ravenholm
- Built upon and revised work by previous developers, such as the Alyx & Grigori character models
- Rigged many of the human character models to fit a standard skeleton

### Beyond Skyrim: Iliac Bay

- 3d artist focused on clothing and props on a Skyrim mod, following concept art and references
- Also contributed to Beyond Skyrim: Atmora. Unreleased so far, but some work is on my artstation

### Undertow

- Project lead and all areas of development for a Half-Life mod on the GoldSrc engine

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## Education

### California State University, Chico

BS in Computer Animation and Game Development, Minor in Photographic Studies