

Benjamin Bathen

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SUMMARY

Continue my career as a front end developer using HTML5, CSS, Javascript, and JQuery as well as Javascript frameworks like Angular.js and React.js.

EXPERIENCE

Ark/Solvere One

Front end Developer/Web Developer

Asset

January 2016-Present

Created a 3D user interface for a cyber security application using **html5, three.js css** and **javascript** with **jquery**. I work with **WebGL** using three.js as well as traditional 2D web development. I write shaders in **GLSL** and do front end web development. In addition I mentored the junior web developer and I was able to convince the company to switch from git to perforce for their source control system. I installed and configured both the server and the client for the development team and migrated the data from our previous source control system into perforce. I also maintained the perforce source control system as an administrator for the project.

First Marblehead

Junior Application Developer

PGM/SAP

April

2014 – May 2015

I used Java, JSF, Spring, Hibernate, Oracle, and Maven to write web based financial software in Jboss. SAP is an enterprise level student loan software product marketed to Universities and Colleges as a way of managing billing and payments for their student loans.

I was responsible for both front-end and back end development including web design and implementation as well as managing maven builds using their internal build system. I worked with a team of approximately 15 developers and coordinated my work with off site team members in Rhode Island.

I created the front end for multiple web pages using JSF, Spring, and Hibernate. I also modified the error logging to use Log4j and write errors to an oracle database instead of local text files. In addition I wrote the back end of the web pages I created using java and determined the behavior of each page. I worked with both QA and supported the needs of senior level developers on a daily basis.

SDL

Junior Java Developer

Contenta, LiveContent Reach

August 2012-

April 2014

I contributed to LiveContent Reach, a Restful Web Services Application for publishing technical documentation. I was Responsible for developing in java, document databases, and web design/development in HTML, CSS, Javascript, and Jquery.

I worked with a team to create the front-end of the software and tied it into the back end using Ajax to contact the Restful web services on the server. I got lots of experience with object oriented programming and used Xpaths to work with an XML based database. I worked with a team of approximately 10 developers using the agile development methodology. I successfully created multiple features of the software from concept through QA and release.

Harmonix Music Systems

Character Technical Artist

Rock Band 2, The Beatles Rock Band, Rock Band 3

February 2008 – 2010

Rig characters in 3Ds max for an upcoming PS3 Xbox 360 title. Use proprietary software to integrate assets in game. Help to train the modeling artists to export to the game engine. Ensure that art assets are built to engineering specifications. Write tools in Maxscript, MEL, javascript, python, and vbscript to automate repetitive processes. Use Maya, 3ds Max, Zbrush, Aftereffects, Premiere, Photoshop, and Flash in production.

Walt Disney Virtual Reality Studio

Technical Artist

Pirates of the Caribbean Online

February 2005-2008

Model and Texture Characters and Environments for Online Games. Write tools in Mel for the art team. Work with the software engineers in an r&d environment to ensure that art assets are optimized for use in a game engine.

Rockstar San Diego

3D Environment Modeler / Texture Artist,

Agent

August 2003-2004

Model and Texture Low Poly Environments for use in PS2 and Xbox games.

Sony Computer Entertainment America

Neopets, MLB 2006, Socom 3(Freelance Contractor)

3D Modeler / Texture Artist,

Model and Texture High Poly Characters for Playstation cutscenes.

Funnybone Interactive/Vivendi Universal

3D Artist

January 2001-2003

Use Maya, Photoshop, Director, Adobe Illustrator to create graphics for children's software.

JRL Enterprises Inc

Illustrator / Animator

January 1998-2000

Created two dimensional graphics, characters and animation for children's educational software using photoshop, director and adobe illustrator.

EDUCATION

UMASS Boston

May 2015-present

- Currently pursuing the MS in Information Technology with a Certificate in Computer Science

The School of the Art Institute of Chicago

1996-2000

- Bachelor of Fine Arts, 3D animation

Harvard Extension

2010-2011

- Precalculus

- Introduction to computer science using Java I

- Introduction to computer science using Java II

- Fundamentals of Website Development

UCLA

2005-2008

- Introduction to C programming

- C/C++ functional and object oriented programming

- Introduction to games programming in Python

Gnomon School of Visual Effects

- Mel programming applications.

Glendale Community College

- Introduction to algorithms in Java

SKILLS

- Object Oriented Programming, Java, XML, XSL
- Front end Web Development, JSF, HTML, CSS, Javascript, JQuery, Ajax
- Scripting in MEL, Python, and Maxscript, LISP
- 3D Modeling, animation, particle dynamics
- WebGL, Three.js, Unity

Software

- Eclipse
- Maya
- 3ds max
- Blender
- ZBrush
- JBoss
- Microsoft Office
- Adobe Creative Suite

Personal Interests/Achievements

- Adjunct Instructor
 - Boston University Center for Digital imaging arts
 - 3D Environment Modeling using Maya
 - Special Presenter on Technical Art in the Video Game Industry
- Alias Wavefront
 - Game Developers Conference 2003
 - Presentation on 3D modeling for real time game engines
- Brazillian Jiu Jitsu
 - 3rd place Masters NO-GI Intermediate Light Heavy Weight (180-189.9)
 - North American Grappling Association, Boston
 - Member Boston Union Wrestling Club
- International Game Developers Association
 - Active Member since 2003