



**OBJECTIVE:**

To create imaginative and inspiring visual development art for high quality games.

**QUALIFICATIONS / SKILLS:**

- Traditional: drawing, painting, and sculpture.
- Digital: Adobe Photoshop, Adobe Illustrator, Sketch Up, Art Rage and Corel Painter.
- In depth knowledge of human & animal anatomy, color theory, and compositional structure.
- Professional experience and formal training in concept art and illustration.
- Creative concept designs of characters/creatures, environments, maquettes/sculptures, vehicles/robots, props/weapons, keyframe/production illustrations, motion studies/storyboards, and layout/color keys.

**PROFESSIONAL EXPERIENCE:**

2008 - **Epic Games** - *Concept Artist* (Cary, NC)  
present [ [www.epicgames.com](http://www.epicgames.com) ]

2007 - **Flagship Studios** - *Concept Artist* (San Francisco, CA)  
2008 "Hellgate: London" [ [www.hellgatelondon.com](http://www.hellgatelondon.com) ] - PC  
"Mythos" [ [www.mythos.com](http://www.mythos.com) ] - PC

2006 - **Crystal Dynamics / Eidos** - *Concept Artist* (Redwood City, CA)  
2007 "Tomb Raider: Underworld" [ [www.tombraider.com](http://www.tombraider.com) ] - PS3/X360/PS2/PC/DS/Wii  
"Tomb Raider: Anniversary" [ [www.tombraider.com/anniversary](http://www.tombraider.com/anniversary) ] - PS2/PSP/PC/X360/Wii

2006 **Sanzaru Games** - *Concept Artist (freelance)*  
"Ninja Reflex" [ [www.ninjareflex.com](http://www.ninjareflex.com) ] - Wii/DS

2006 **Planet Moon Studios** - *Concept Artist (freelance)*  
"Conan" - PSP

2004 - **Z-Axis / Activision** - *Concept Artist* (Foster City, CA)  
2006 "X-Men: The Official Game" [ [www.x-mengame.com](http://www.x-mengame.com) ]  
"Iron Man"  
"True Crime 3" and various other projects - PS2/Xbox/X360/GC

**Blue Omega Entertainment** - *Concept Artist (freelance)*  
"Damnation" [ [www.damnationthegame.com](http://www.damnationthegame.com) ] - PC

2003- **Ben Shafer - Illustration** - *Freelance Illustrator*  
2004 Frontier Airlines / Wild Blue Yonder  
Coors Brewing Co.  
Remy Martin  
Federated Department Stores / Macy's & Bloomingdales  
Unlucky Productions  
Pharos Films

**EDUCATION:**

2003 **Rocky Mountain College of Art and Design** (Lakewood, CO)  
BFA in Illustration (cum laude)

**PUBLICATIONS / AWARDS:**

2009 Dreams & Visions Press "**The Art of Tomb Raider**" - Art Book

2008 Underwood Books "**Spectrum 15**" - Art Book

2008 Ballistic Publishing "**Expose 6**" - ArtBook

2007 Edge presents "**The Art of Video Games**" - Art Book

2007 Ballistic Publishing "**Expose 5**" - Art Book

2004 cgtalk.com "**CG Choice Award**" - Online art community award