

Benjamin Grieb

Greater Chicago Area

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Skills

Software Skills: Autodesk 3d Studio Max, Blender, Unity Game Engine, Substance Designer, Substance Painter, Adobe Photoshop, Illustrator, InDesign, AutoCAD, Revit, Microsoft Word, Excel, PowerPoint, Outlook, Jira Service Desk
WordPress Front-End

Work Experience

"BundlAR" Chicago, IL.
XR Technical Artist

November 2021 – January 2023

- Optimized Assets sent by clients for online Content Management System (CMS) + App.
- Report bugs and issues in the CMS and App using Jira Service Desk Online.
- Work with developers who work through reported issues, answering relevant questions.
- Created documentation for new features developed for the CMS and Mobile App.

"Pro-Tuff Decals" Crystal Lake, IL.
Digital Printer

January 2021 – November 2021

- Responsible for running the Gerber Printers and Envision Plotters to fulfill customer's decal orders from Pre-Press, and guiding them through the different stages of production.
- Responsible for printing "Chrome" colored Decals used for different sports or events.
- Works with supplied graphics using Adobe Illustrator and Omega Composer to make sure everything is set up with a high level of quality, while everything printed is laid out to use the material it is printed on efficiently.

"BundlAR" Chicago, IL
Intern - Temp

June 2020 – August 2020

- Worked with 3d Models often bought online, so The models were ready for BundlAR's Content Management System.
- Tested everything on BundlAR's CMS to make sure everything performed with high quality and efficiency.
- Built webpages for BundlAR using WordPress Front-End, and made sure everything on the web-pages matched provided documents.

"Cubicle Ninjas" Glen Ellyn, IL.

October 2015 - December 2018

3D Artist

- Collaborated in professional Virtual and Augmented Reality projects like projects for Jeep, Nyx Professional Makeup and Microsoft.
- Created and provided high quality 3d models for AR/VR applications, video, 360 video, 3d web icons and 3d PowerPoint icons.
- Added and edited Particle Effects to enhance mobile VR scenes.

"Cubicle Ninjas" Glen Ellyn, IL.

April 2015 – October 2015

Contract 3D Artist

- Optimized and created high quality 3d models for Augmented Reality and Virtual Reality while running in the Unity Game Engine.
- Responsible for different aspects of environment creation including the initial plans, placing supplied assets, lighting, effects and animation.

"Blue Marble 3d and Design" Des Plaines, IL.

January 2015 – February 2015

Digital Artist

- Compiled and printed construction documents containing CAD sheets and renderings using 3d Studio Max and InDesign.

"Pepper Construction" Barrington, IL.

December 2014 - January 2015

Virtual Construction Intern

- Assisted with BIM projects during pre-construction and coordination.

"Independent Freelance Work" Crystal Lake, IL.

October 2011 – Present

Contract 3D Artist

- Modeled and created 3D Icons for VR Applications going off of supplied CAD Files I was given.
- Modeled different items including furniture and sites for trade-shows and events.

Education

"Judson University", Elgin IL.

August 2019 – January 2021

- Took classes in Architecture pursuing Bachelor's Degree.

"Tribeca Flashpoint Media Arts Academy", Chicago IL.

January 2009 - June 2010

- Associates in Applied Science Degree
Concentration: Game Development.