



Benjamin Durchholz

Graphic Designer / Game Developer

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317-698-3246

Education (Fall 2015 - Spring 2019) Graduate

Purdue Polytechnic New Albany, Anticipated Graduation Date: May 2019;

Major: B.S. Computer Graphics Technology (CGT) GPA 3.74

Work Experience

- Spring 2018: **Partner in Comchester, LLC**
Procure and perform contract work
- Spring-Fall 2018: **CGT Lab Assistant**
Purdue Polytechnic New Albany's Steam Gallery
- Spring 2017: **Audio Technician** for the Documentary
James L. Russell and The Wonderland Way Artists
Directed by Tom Whitus and Edited by Alexa Sears
- Summer 2016: **Virtual Reality Experience Developer**
Unity using the Oculus Rift during the summer of 2016 for
Purdue Polytechnic New Albany

Technical Skills

Game Development: 10 years experience in Unity game engine

Adobe Products: Illustrator, Photoshop, Premiere Pro, Animate, InDesign

3D Applications: Blender, Maya, Unity

Microsoft Office: Word, Powerpoint, Excel

Coding Languages: C#, Java Script, HTML5, CSS

Accademic Accomplishments

College:

- Purdue Polytechnic New Albany's ACM SIGGRAPH Student Chapter:
President 2017-2018
Secretary 2016
- Achieved Deans List every semester

Carmel High School:

- **Designed Graphics:**
CHS Program of Studies 2015-2016
CHS Student Calendar Handbook 2014 - 2015
Both used by over 4000 students, Design selected over several other artists
- **Published** two asset packages in Unity's asset store under the alias Pinrose Games:
Flight Control Package: Discontinued:
Ranked in top 10 free assets for several years with thousands of users.
Guided Missile System: <https://www.assetstore.unity3d.com/en/#!/content/31879>

References are available upon request.