

# THOR BENITEZ

## CONTACT

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[masterminddigital.com/thor3d](http://masterminddigital.com/thor3d)

## SKILLS

- Management and Leadership
- Shader Creation
- Unity Shader Graph
- Unreal Material Editor
- 3D Character/Prop Modeling
- Textures
- Animation
- Character Rigging
- Particles VFX
- Game Design
- AR, and VR Development
- Environment Design
- Web3
- C#

## SOFTWARE

- Unity
- Unreal
- 3DS Max
- Maya
- Adobe Creative Suite
- Substance Painter
- 3D Coat
- Mudbox
- ZBrush
- After Effects

## LEAD 3D GENERALIST / TECHNICAL ARTIST MOBILE-XR-PC-CONSOLE

## PROFILE

Dynamic Senior 3D Generalist and Technical Artist with over 20 years of experience in the gaming and entertainment industry. Adept at leading art teams, developing cutting-edge immersive projects, and crafting high-quality 3D visualizations. Proven track record in managing technical artists, creating innovative pipeline strategies, and delivering top-tier results for high-profile clients. Passionate about blending art and technology to create unforgettable experiences in AR, VR and beyond.

## WORK EXPERIENCE

### Freelance – Senior Technical Artist/ VFX Producer

May 2024 - Present

#### Nexus Studios . Imposter Games . NameTheMachine

Modeling, Textures, Animation, Rigging, Shader/VFX, CG Producer  
AR (Vision Pro) - Mobile AI - Realtime CG (Unreal)

### Limit Break, Culver City – Lead Technical Artist/VFX Lead

Sept 2023 - Apr 2024

3D Visualization, Modeling, Textures, Animation, Rigging, Shader/VFX creation, pipeline leadership, managing US & Philippines teams.

### Left Field Labs, Culver City – Senior Technical Artist

May 2020 - Jun 2023

Led 3D art for immersive projects. Character and Prop Modeling, Textures, Animation, Rigging, Shader/VFX (Amazon, Meta, Sisco, Verizon, Hasbro, Starbucks), managed teams and pipeline. All technical Character work for Avatar Creator.

### WITHIN VR, Culver City – Lead Technical Artist/Art Director

Aug 2016 - May 2020

Led VR/AR project pipelines, Modeling, Textures, Animation, Character rigging, Shader/VFX, managed teams, directed technical artists, RND for emerging tech.

### Encore Hollywood – Senior 3D Generalist

Apr 2015 - May 2016

Mentored junior artists, produced 3D assets/VFX for TV shows (Disney's Lab Rats, Extant, Under the Dome, LA Crime, Hawaii Five-O, Riverdale).

### Mind Over Eye, Santa Monica – Lead Technical Artist/Art Director

Jan 2012 - Jan 2015

Modeling, Textures, Animation, Rigging, Shader/VFX. Led art teams, pipeline planning, game/art design for mobile projects, senior 3D generalist for CG commercials.

### Inhance Digital, LA – Lead Artist/Technical Artist

Feb 2010 - Dec 2011

Led immersive project teams, 3D visualization, Modeling, Textures, Animation, Rigging, VFX game/art design for mobile projects.

### Mastermind Digital LLC, Van Nuys – CG Supervisor

Nov 2008 - Jan 2010

Managed VFX shots for History Channel shows (Life After People, History of the World in 2 hours), asset creation, animation.

### Activision/Treyarch, Santa Monica – Lead Vehicle Artist/Senior Generalist

Oct 2003 - Nov 2008

Lead Vehicle Artist vehicles/environments. Call of Duty 2: Big Red One, Call of Duty 3, Spider-Man 3, Spider-Man: Web of Shadows).