

Ben Laidlaw
Ben@LaidlawFX.com

CV/Resume

- 05/19-Present **LaidlawFX**, Redmond, WA USA
Technical Director – Developing XR & Virtual Production pipelines for Volumetrica
- 06/18-10/18 **Ubisoft**, Bordeaux, Aquitaine France
Technical Director – Building massive AAA worlds on *Ghost Recon : Breakpoint*
- 05/17-05/18 **Ubisoft**, Toronto, ON Canada
Senior Technical Artist – Building massive AAA worlds. *Unannounced & Starlink : Battle for Atlas*
- 02/14-10/16 **343 Industries**, Redmond, WA USA
Technical Artist – Developing/Maintaining the authoring pipeline for creating complex environment assets that get out of the dcc and into the engine for the *Halo* franchise.
- 04/13-01/14 **Psyop - Mass Market - Blacklist**, Venice, CA & NYC, NY USA
Technical Director – Freelance FX's for commercials/web/game trailers.
- 12/11-04/13 **Rhythm & Hues**, El Segundo, CA USA
Technical Director – FX/Lighting/Lookdev/Shader creation and support for *R.I.P.D.* and *Percy Jackson : Sea of Monsters*.
- 01/11-11/11 **FloqFX**, Culver City, CA USA
Technical Director – Project wide work with a focus in the asset management pipeline. Creating the first ever stereoscopic planetarium show for National Geographic.
- 11/10-12/10 **MPC**, Santa Monica, CA USA
Technical Artist – Working with volumetrics, lighting and rendering on *Tobacco Free CA : Secondhand Sally*.
- 10/10-11/10 **Motion Theory (Mirada)**, Marina Del Ray, CA USA
Technical Artist – Lighting and rendering for *Mott's Garden Cocktail "Vegetable Garden"*.
- 08/10-11/10 **Side Effects Software**, Santa Monica, CA USA
Internship – Teach, document and develop media for the software Houdini.
- 07/10-10/10 **Solutions by Design**, Fresno, CA USA
Technical Artist – Creating assorted 3-D dental advertising media.
- 05/10-06/10 **Mekanism**, San Francisco, CA USA
Technical Artist – Match moving for a *Bossa Nova* commercial.
- 09/08-06/10 **Visual Aids Electronics**, San Francisco, CA USA
A.V. Technician – Logistics and support for corporate meetings.
- 03/06-05/07 **Creo Novo Productions**, NJ Region USA
Technical Consultant – Lighting, green screen rigging, SFX, match-moving and miniature development.
- 02/98-08/06 **Adelphia Communications**, Gloucester, MA USA
Freelance-Volunteer Cinematographer – Studio work and field shooting.

Software Experience

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| 3-D – Houdini, Maya, 3ds Max | Match moving – PFTrack, Boujou, |
| 2-D – Photoshop, Illustrator | Compositors – Nuke, After Effects |
| Shaders – Substance, Vops | Editors – Final Cut Pro, Avid, Premier Pro |
| Renderers – Mantra, PRMan, Mental Ray | Operating Systems – Linux, OSX, Windows |
| Engines – Proprietary, Unity, Unreal | |

Skills

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| Film, game, commercial, advertisement | Modeling – Procedural and Hard Surface |
| FXs, dynamics, particle, fluid, pyro, RBD | Scripting – Python, Mel/Hscript, VEX/RSL, C# |
| Pipeline, asset management | Shader writing, lighting, rendering |
| Logical, optimized and artistic problem solving | Compositing, match moving, editing |

Education

- MFA**, Animation and Visual Effects, concentration Lighting TD
Academy of Art University, San Francisco, CA
- BFA**, Filmmaking and Digital Video Design, dual major Film and Animation, minor Screen Writing
Fairleigh Dickinson University, Madison, NJ
- Study Abroad**, Japan
- Study Abroad**, Wroxton College, Oxfordshire, England

Honors

- Eagle Scout – National Boy Scout Association of America

VITA

AAA Game

2019	Ghost Recon Breakpoint (Ubisoft Bordeaux)	Technical Director
2020	Unannounced (Ubisoft Toronto)	Senior Technical Artist
2018	Starlink : Battle for Atlas (Ubisoft Toronto)	Senior Technical Artist
2015	Halo 5 : Guardians (343 Industries)	Technical Artist
2014	Halo : Master Chief Collection (343 Industries)	Technical Artist

GDC

2017	Geometry Caching Optimization
2017	Technical Artist Bootcamp : Building an Offline Simulation Pipeline

Feature

2013	Percy Jackson : Sea of Monsters (Rhythm & Hues)	Technical Director
2013	R.I.P.D. (Rhythm & Hues)	Technical Director

Commercial

2013	Clash of Clans (Psyop)	Technical Director
2013	Multigrain Cheerios (Psyop)	Technical Director
2013	Verizon (Mass Market)	Technical Director
2013	Jolly Rancher: Halloween (Psyop)	Technical Director
2013	F.E.M.A. : Meet the Consequences (Mass Market)	Technical Director
2013	Origin Energy (Psyop)	Technical Director
2011	Tobacco Free CA : Secondhand Sally (MPC)	Technical Director
2010	Mott's Garden Cocktail "Vegetable Garden" (Motion Theory/Mirada)	Technical Artist
2010	Bossa Nova (Mekanism)	Technical Artist

Game Trailer

2013	Clash of Clans (Psyop)	Technical Artist
2013	Microsoft E3 Trailer : Sunset Overdrive (Psyop)	Technical Artist

Web

2013	Apple: 50 Billion App Campaign (Psyop)	Technical Artist
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Music Video

2014	The Flight Away - The Running (LaidlawFX)	Technical Artist
2011	Koan Sound - Funk Blaster (Neither-Field)	Technical Artist

Planetarium Show

2011	National Geographic : Wildest Weather in the Solar System (FloqFX)	Technical Artist
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Corporate Production

2007	Fairleigh Dickinson University, Visual and Performing Arts Website Videos (FDU)	Editor
2005	Allied Warehouse Video (Allied/FDU)	Script Writer / Gaffer

TV Pilot

2005	Pass/Fail (Independent)	Gaffer
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Short

2010	Musically Speaking (Dipya Kapila)	Technical Artist
2010	The Dance (Krys Wada)	Lighting TD
2010	Mocha (Miurika Valery)	Shading / Lighting TD
2010	Fire Hot (Josh Slice)	Shading / Lighting TD
2009	Junkyard (Personal Project)	Render TD
2009	Neurosis for Breakfast (Lyz Holder)	Lighting TD
2009	Tessa's Backyard (Vaughan Weigert)	Lighting TD
2007	Jacksonville (CreoNovo Productions)	Gaffer / Rigger / Technical Artist
2006	Fish Bowl (Chris Pate)	Gaffer
2006	In The End (Marcus Thompson)	Gaffer
2004	Shield of Deception (Arkayco Productions)	Gaffer