

## Ben Laidlaw

Ben@LaidlawFX.com 978-879-8106

### CV/Resume

- 02/14-10/16 **343 Industries**, Redmond, WA  
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  
Technical Artist – Freelance FX's for commercials/web/game trailers.
- 12/11-04/13 **Rhythm & Hues**, El Segundo, CA  
Technical Artist – 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  
Technical Artist – 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  
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  
Technical Artist – Lighting and rendering for *Mott's Garden Cocktail "Vegetable Garden"*.
- 08/10-11/10 **Side Effects Software**, Santa Monica, CA  
Internship – Teach, document and develop media for the software Houdini.
- 07/10-10/10 **Solutions by Design**, Fresno, CA  
Technical Artist – Creating assorted 3-D dental advertising media.
- 05/10-06/10 **Mekanism**, San Francisco, CA  
Technical Artist – Match moving for a *Bossa Nova* commercial.
- 09/08-06/10 **Visual Aids Electronics**, San Francisco, CA  
A.V. Technician – Logistics and support for corporate meetings.
- 03/06-05/07 **Creo Novo Productions**, NJ Region  
Technical Consultant – Lighting, green screen rigging, SFX, match-moving and miniature development.
- 02/98-08/06 **Adelphia Communications**, Gloucester, MA  
Freelance-Volunteer Cinematographer – Studio work and field shooting.

### Software Experience

**3-D** – Houdini, Maya, 3ds Max

**2-D** – Photoshop, Illustrator

**Shaders** – Substance, Vops

**Renderers** – Mantra, PRMan, Mental Ray

**Engines** – Proprietary, Unity, Unreal

**Match moving** – PFTrack, Boujou,

**Compositors** – Nuke, After Effects

**Editors** – Final Cut Pro, Avid, Premier Pro

**Operating Systems** – Linux, OSX, Windows

### Skills

Film, game, commercial, advertisement

FXs, dynamics, particle, fluid, pyro, RBD

Pipeline, asset management

Logical, optimized and artistic problem solving

Modeling – Procedural and Hard Surface

Scripting – Python, Mel/Hscript, VEX/RSL, C#

Shader writing, lighting, rendering

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

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### VITA

#### AAA Game

2015	Halo 5: Guardians (343 Industries)	Technical Artist
2014	Halo: Master Chief Collection (343 Industries)	Technical Artist

#### Feature

2013	Percy Jackson: Sea of Monsters (Rhythm & Hues)	Technical Artist
2011 - 2013	R.I.P.D. (Rhythm & Hues)	Technical Artist

#### Commercial

2013	Clash of Clans (Psyop)	Technical Artist
2013	Multigrain Cheerios (Psyop)	Technical Artist
2013	Verizon (Mass Market)	Technical Artist
2013	Jolly Rancher: Halloween (Psyop)	Technical Artist
2013	F.E.M.A.: Meet the Consequences (Mass Market)	Technical Artist
2013	Origin Energy (Psyop)	Technical Artist
2011	Tobacco Free CA: Secondhand Sally (MPC)	Technical Artist
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

2013 - 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

2009 - 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
2008 - 2009	Tessa's Backyard (Vaughan Weigert)	Lighting TD
2006 - 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