Noah Soliday Bench
Technical Artist

916.880.8578
nbench0218@gmail.com
noahbench.com
github.com/noahsolidaybench

Niantic Inc. 2018 - present

Lead Technical Artist, Pokemon GO 2021 - present

- Led and scaled a team of 13 Technical Artists developing tools & gameplay features
- Mentored and trained junior and senior team members in development & asset release best practices
- Responsible for communication of technical limitations to cross functional and external partners
- Built & deployed standalone launcher to multiple game teams, providing easy access to project tools
- Migrated PGO source assets to Perforce and implemented triggers to maintain organization
- Performed extensive profiling and memory optimization
- Created automated tests for Pokemon GO asset bundles
- Created Unity asset import & validation system
- Created comprehensive workspace setup tool for new PGO developers

Technical Artist, Ingress Prime 2018 - 2020

- Led development for multiple new Ingress Prime features
- Contributed to a massive refactor to completely reskin the UI
- Significatly reduced draw calls and memory use in key areas of the game

Electronic Arts 2012 - 2018

Technical Artist, Command & Conquer Rivals (Redwood Studios) 2017 - 2018

- Responsible for all unit art implementation and coordination with outsourcing partners
- Created and maintained team's PBR material library
- Built tools to automate tasks for artists and designers
- Led the team's effort to get build size under 90MB
- Built & deployed team's Perforce triggers, considerably reducing bad checkins

3D Artist / Art Development Manager, Star Wars: Galaxy of Heroes (Capital Games) 2014 -2017

- Managed a team of 10 artists, and personally supervised 3 direct reports
- Responsible for resourcing, scheduling, and tracking of all art tasks
- Managed deadlines and deliverables for cross functional and external partners
- Established pipeline for quickly setting up new characters in engine

Skills & Software

Software

Unity 3D	3D Coat	
Perforce	nDo	
Git / Gitlab	xNormal	
Maya	JIRA	
Zbrush	Asana	
Photoshop	Shotgun	
Substance Painter		

Languages

C#
Python
Bash
Pymel / MEL
HLSL
Javascript

Education

Carnegie Mellon University
Entertainment Technology Center
Master of Entertainment Technology
May 2012

Rochester Institute of Technology
School of Film and Animation
Bachelor of Fine Arts, Film & Animation
May 2010