BEN CRESSMAN

TECHNICAL ARTIST

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EXPERIENCE

PIPELINE DEVELOPER

Pixel Foundry, Aug 2025 - Present

Python, SQL, Houdini, Unreal Engine 5, Blender, RealityScan, Maya

- **Shipped** the Universal Asset Browser, an open-source tool that allows artists immediate access to their assets, regardless of which application they're using
- **Built the Pixel Foundry's photogrammetry and effects pipeline** in Houdini, Nuke, and RealityScan from nothing, including an environment launcher, import/export, validity checkers, and more
- Wrote various tools and scripts to support photo-real effects production

PYTHON TEACHING ASSISTANT

The University of Texas at Dallas, August 2023 - May 2026

Python, Pytest, GitHub Actions, Unit Testing

- **Shipped** check-pfda, a PyPI package for students to get intelligent code feedback
- Authored the Bass School's educational programming infrastructure to automate testing, grading, and feedback for student code, **reducing server costs by 16x**

VR DEVELOPER

Multimodal Interaction Lab, January 2025 - May 2025

Unity, Python, Maya, Substance Suite, Figma

- **Third coauthor** of "SensoryBlox: Plug-and-Feel Modular Multi-Sensory User Interface for Immersive Cardboard VR", integrating novel haptics hardware in Unity
- Created full user flow, all visuals, and scripted all gameplay

TECHNICAL ARTIST - *GRIMHOOK*

Unlimited Fries Studios, May 2023 - September 2023

Python, Unreal Engine 5, Substance Designer, Niagara

- **Shipped** *Grimhook* as its technical artist
- Created a variety of shaders to meet different production needs, including a real-time ocean using fast Fourier transform
- Wrote multiple tools, including a procedural hand-painting generation tool to accelerate surfacing workflows

LEAD ARTIST - *DEATH BLOOM*

The University of Texas at Dallas, January 2023 - May 2023

Python, Unreal Engine 5, Houdini, Maya, Blueprints, Substance Designer

- **Shipped** *Death Bloom* as its lead artist managing a team of 13 artists
- Created multiple tools and shaders to support development
- Managed the full art pipeline and interdepartmental collaboration

SKILLS

- Python, C#, SQL, C++
- Houdini, Nuke, Unreal, Maya, Blender, and associated Python API's
- RealityScan, Unity

EDUCATION

MASTER OF FINE ARTS

Game Development

The University of Texas at Dallas

Fall 2023 - Spring 2026

BACHELOR OF ARTS

Animation and Games

The University of Texas at Dallas

Fall 2019 - Spring 2023

VOLUNTEERING

TECH ARTS MEETUP

Founded and runs UTD Bass School's largest monthly networking event

Feb. 2023 - Present

UNITED ROCKS

Helps children with developmental disability rock climb weekly

Mar. 2023 - Present

FEED THE CITY

Staffer at FTC Richardson and volunteer at other locations, making food for the hungry in the DFW area weekly

Mar. 2023 - Present

GRADUATE STUDENT ASSEMBLY

Elected UTD Bass School's graduate liaison; communicated between graduate student body and school administration

May 2025 - Jan 2026

GRADUATE MENTOR

Mentored incoming graduate students

June 2025 - May 2026