

BEN CRESSMAN

DEVELOPER

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EXPERIENCE

TEACHING ASSISTANT - PYTHON

The University of Texas at Dallas, August 2023 - Present

Python, Git, GitHub API

- Lectures, designs assignments, and manages GitHub for Programming for Digital Artists, an introductory Python course
- Automates grading and assignment creation by writing **tools** and **unit tests** with a focus on scalability and ease-of-use for future course expansion
- Writes technical documentation for unit testing and tools usage

TECHNICAL ARTIST - GRIMHOOK

Unlimited Fries Studios, May 2023 - August 2023

Unreal Engine, Python, 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, 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

HAPTICS RESEARCHER

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"
- Integrated modular haptics hardware in Unity
- Created full user flow, **all visuals**, and **scripted all gameplay**

TEACHING ARTIST - GAME DEVELOPMENT

Big Thought, June 2025 - August 2025

Unity, Game Development

- Taught **game development** to under-served youth in Dallas with minimal resources
- Designed lectures and projects to cover the fundamentals of the games pipeline, individual development roles, and the basics of implementation

SKILLS

- Python, C++, C#
- JS, TS, HTML, CSS, SQL, React, Next
- Unity, Unreal Engine
- Houdini, Maya, Blender, Substance Suite

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

GRADUATE STUDENT ASSEMBLY

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

May 2025 - Present

GRADUATE MENTOR

Mentors incoming graduate students

June 2025 - 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