



Ben Batchelder

Illustrator/Designer

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artofbatch.com

781-690-5336

Education

Savannah College of Art and Design
BFA Illustration, Drawing Minor
Graduation date: May 2020
Magna cum laude

Rhode Island School of Design
Pre-college program, Sequential Art

Skills

Adobe Photoshop CC
Clip Studio Paint
Adobe Illustrator CC
Adobe InDesign CC
Adobe After Effects CC
Blender 3D
Rhinoceros

Market research and trendwatching
Typography and hand-lettering
Perspective Drawing
Gif Animation
World-building
Character design
Visual storytelling
Pen and ink rendering



Time management
Strong attention to detail
Optimism
Outside-the-box problem solving

Honors and Exhibitions

Port City Review 2019
Port City Review 2020
Wizards in Space Literary Magazine #6

Work Experience

Lovepop

Designer I

Mar. 2021-May 2022

Executed against all pre-production steps in the process of ideating and designing for pop-up greeting card lines. This included finalizing of the concept briefs to hand-off of production-ready Illustrator files. I also provided feedback to the production team as they brought the cards to final print and engineering.

Metropolitan Area Planning Council

Spark Grant Artist

May 2020-Mar. 2021

Following data provided by the MAPC of Boston, I created a series of artistic and visually engaging posters to be presented to key decision makers across town governments of the Greater Boston Area.

Nano Boss Games

Artist / Animator

Aug. 2020-Jan. 2021

Conceptualized and rendered visual game assets and character animations to meet the needs of the game designers.

SCADPro Trane Story Experience

Key Art Illustrator

Apr.-May 2020

Worked under the guidance of Trane Technologies to research and develop concepts for an on-brand experience telling the story of Trane Technologies, both commercial and residential. The on-site area will be a focal entry point for purposes of brand loyalty and investor relations.

Savannah College of Art and Design

Motion Designer

Oct.-Nov. 2019

Designed a series of animated gifs and immersive videos to accompany a luxury marketing "Tea Room" experience.

Character Artist

Jan.-Oct. 2019

Established a consistent art direction and executed a series of final character designs for a board game.