



**Ben Batchelder**

**Illustrator/Designer**

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## 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  
Blender 3D  
Clip Studio Paint  
Procreate  
Adobe Illustrator CC  
Adobe InDesign CC  
Rhinoceros



Concept Art  
Worldbuilding  
Character design  
Visual storytelling  
Color theory  
3D Modeling, texturing, and 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 concept briefs, creating production-ready Illustrator files, building 3D mock-ups of the products, and providing design feedback to the production team.

### 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 2D 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.