



Ben Batchelder

Illustrator/Designer

batchelderbe@gmail.com

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
Adobe Illustrator CC
Adobe InDesign CC
Blender 3D
Aseprite
Clip Studio Paint
Substance Designer
Procreate



Worldbuilding
Character design
Visual storytelling
Color theory
3D Modeling, texturing, and rendering
Pixel art

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.