





BENJAMIN STENGLEIN

3D MODELER

CONTACT

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-  [Ben Stenglein](#)

MAIN SKILLS

- 3D Modeling
- Architectural Visualization
- Clientele Communications
- Creative Team Management

EDUCATION

Film & Video Production

Grand Valley State University

2020 - 2024




Graduated with a GPA of 3.608 and was a member of the Deans List for two academic years.

REFERENCES

Hunter Bridwell

-  Emerging Technologies Coordinator, IT Innovation & Research
-  (616) 331 - 2141
-  bridwehu@gvsu.edu

Elizabeth Doyle

-  Executive Associate for Presidential Initiatives, Inclusion and Equity
-  (616) 331 - 5034
-  doyleliz@gvsu.edu

WORK EXPERIENCE

Freelance 3D Modeler / Animator

Nabil Innovations

November 2023 - Current

Responsibilities

- Learning the human anatomy, mainly consisting of the lower half of the arterial vascular system.
- Learning the intricacies of the specific procedures represented in the animations.
- Modeling human anatomy consisting of the lower half of the body and the arterial vascular system.
- Modeling specific medical equipment used in procedures.
- Working with medical professionals to devise a shot list for the animation.
- Rigging and animating said models to visualize procedures undertaken by medical staff and specialists.
- Post processing the final animation.
- Editing the final animations with text and other visual aids.
- Upholding consistent weekly communication with clientele consisting of renders of updated models and animations as well as a schedule for following work.
- Logging hours work along with detailed summarize of what was accomplished during said hours.

Technical Team Lead

FuturEDlab - GVSU

January 2023 - January 2024

Responsibilities

- Managing the work and schedules of a team of fellow 3D modelers.
- Coordinating with clientele to devise project timelines and expectations.
- Staying in constant communication with clientele to make sure all needs are met.
- Creating desired models for specific projects (mainly consisted of proposed architectural renovations and constructions around the Grand Rapids and Pew Campus area).
- Setting up and managing all hardware and accompanying software included in the studio.
- Devising detailed budgets for needed equipment and software.
- Using the models to create virtual (VR, AR and mixed reality) experiences for public events coordinated through the GVSU Presidential office.
- Organizing, configuring and maintaining the file management for the entire studio.

SOFTWARE PROFICIENCIES

Main Proficiencies

- Blender3D
- Maya
- Adobe Suite
- DaVinci Resolve

Minor Proficiencies

- AutoCAD
- Unreal Engine
- Unity
- Quest system software