

Benjamin Bertka
4290 Boyett St., Apt. B, Bryan, TX 77801

Portfolio: <http://www.sfdjs.com>
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Technical Skills:

Hair and Fur systems, including real-time hair dynamics implementation. Scripted character setup using Mel/Python in Maya. Procedural rigging of articulated characters and scene assets. Creating Slim/Renderman shaders. Fur grooming. Programming in C/C++ and Java. Extending game engine API using Valve's Source engine. Unix, Linux operating experience. Nuke compositing software.

Education:

MS Visualization Science, Texas A&M at College Station, TX - currently enrolled
BA Computational Mathematics, University of California at Santa Cruz, CA Class of 2008
City College of San Francisco, IGETC transfer curriculum, class of 2006

Work Experience:

11/1/2008 – Present: **Assistant Researcher**, Department of Visualization, Texas A&M University.
Supervisor: Tim McLaughlin. Duties: Lead Programmer for a serious game using Valve's Source game engine. Map/level design using Hammer. Creating UI for game play.

10/06 – 6/08: **Lab Assistant** at UCSC Film & Digital Media Center.
Supervisors: Linda Garfield and Nick Dulin. Duties: Testing, and maintenance of digital cameras, lighting grids, and set gear; creation of instructional videos for film production students, including set design and voice-overs. Received the 2007 award for distinguished service by the Student Employee Recognition Award Program, SERAP.

4/02 – 7/06: **Client Services Manager** at American Wine Distributors, Inc. SF, CA.
Supervisor: Keron Lenz. Duties: answering main phone; email correspondence with prospective and existing clients; collections of accounts receivable; bank deposits; spreadsheets; ABC license/permit management for multiple states; research of ABC laws/regulations; alcohol excise tax reporting; FOIA requests; managing client contracts.

7/00 – 5/2001: **Production Assistant** at Secret Level, Inc. SF, CA. (Now owned by Sega)
Supervisor: Jeremy Gordon. Duties: production assistance for Sega Dreamcast title, *Unreal Tournament*; in-store purchasing of computers and peripherals; computer assembly and software installations; assisting in local network setup; in-person delivery of milestone releases to game publishers. Map testing.

References:

Tim McLaughlin – Dept. Head Department of Visualization Texas A&M Phone: 979.845.3465	Linda Garfield – Operations Mgr. UCSC Film & Digital Media Phone: 831.459.2348	Jeremy Gordon – CEO Secret Level, Inc. Phone: 415.701.6400
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Keron Lenz – Gen Manager
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