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Subject: Professional 3d Artist

Posted by [benny350](#) on Tue, 15 Nov 2011 06:54:16 GMT

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Hey Guys,

I'm a Senior Character/Environment/Prop artist in the Games Industry with just under 5 years experience.

I range from full organic sculpts to hard surface modelling, with my main packages being Maya and Zbrush.

Portfolio: <http://shownd.com/bensouthall>

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