

BENJAMIN DONNELLY



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I'm a Concept Artist, Set Designer and 3D Visualisation specialist working in Feature Film.

With a qualification in industrial design, I enjoy creating functional designs that support on screen storytelling and world-building. I'm driven to explore innovative visualisation tools that propel the design process forwards to find solutions to complex problems fast, and often employ the use of Virtual Reality through Interactive

CV

KONG FEBRUARY 2022 - PRESENT

Senior Vehicle Set Designer (Art Dept)
LEGENDARY ENTERTAINMENT

NAUTILUS OCTOBER 2021 - FEBRUARY 2022

Set Designer (Art Dept)
DISNEY

FOE OCTOBER 2021 - NOVEMBER 2021

Prop Designer (Art Dept)
AMAZON

TICKET TO PARADISE JULY 2021 - SEPTEMBER 2021

Vehicle Set Designer (Art Dept / Set Dec)
NBC UNIVERSAL

AZUL JUNE 2021 - SEPTEMBER 2021

Props Art Director (Art Dept)
EVIL ALGORITHM

THOR LOVE & THUNDER SEPTEMBER 2020 - MAY 2021

3D Artist / Set Designer (Set Dec)
MARVEL ENTERTAINMENT / DISNEY

GODZILLA 3 SEPTEMBER 2018 - FEBRUARY 2019

3D Concept Artist / Vehicle Set Designer (Art Dept)
LEGENDARY ENTERTAINMENT

AQUAMAN FEBRUARY 2017 - AUGUST 2017

3D Artist / Set Designer (Art Dept)
DC ENTERTAINMENT / WARNER BROS

THOR RAGNAROK APRIL 2016 - OCTOBER 2016

3D Artist / Props Illustrator (Art Dept)
MARVEL ENTERTAINMENT / DISNEY




Freelance Designer (February 2014 - Present)
QANTAS Museum, Space Services Australia, Medical Product Design, The Buchan Group, Infinity Design, Prop Mill

Queensland University of Technology (February 2014 - Present)
Research Assistant in Industrial Design
Guest Lecturer & Sessional Tutor in Industrial Design (2014-Present)
Aesthetics & Visualisation, Product Vis 1, ID 2, Product Usability

EDUCATION

Queensland University of Technology (2012 - 2016)
Bachelor of Design (First Class Honours) Industrial Design / Architecture

SKILLSET

-  **CONCEPT DESIGN**
Illustration / Digital Painting
3D Modelling / Rendering
-  **INDUSTRIAL DESIGN**
Design Thinking
Sketching
3D modelling
Design for Manufacture
Model Making
-  **VISUALISATION**
Design Communication
Cinematography
3D Animation
Rendering
-  **LANGUAGE DESIGN**
Illustration / Graphic Design
Theory
-  **SET DESIGN**
3D Modelling
VR Previs
Drafting and Layout

SOFTWARE

-  **RHINOCEROS 3D**
3D NURBS Modelling
Drafting / CAM
-  **SKETCHUP**
3D Poly Modelling
-  **BLENDER + EEVEE**
3D Poly Modelling
RT Rendering + Lookdev
-  **3DS MAX + REDSHIFT**
3D Poly Modelling
Raytrace Rendering / Stereo VR
-  **ZBRUSH**
3D Poly Sculpting
-  **AGI SOFT**
3D Photogrammetry
-  **UNITY + UNREAL ENGINE**
Virtual Reality Experiences
(Realtime Cinema)
-  **ADOBE SUITE**
Photoshop / Illustrator
After Effects