

Philip Benn

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Creative Technologist | Generative AI Developer & Designer

Creative Technologist with over a decade of experience in 3D production for product rendering and animation, now building at the intersection of generative AI tools and visual content pipelines. Expert knowledge of frontier generative AI models and workflows. Excellent written and verbal communication skills and problem-solving abilities. Teaches generative AI and motion design at California College of Art.

Areas of Expertise

3D Production and Product Rendering: Adobe Creative Suite, Cinema4D, Maya, Rhino, Nuke, Unreal Engine

Generative AI: Google Flow (Veo and NanoBanana), Flux, Firefly, Kling, Midjourney, ComfyUI

Web Development: Next.js, Typescript, Supabase, Vercel, Python, FastAPI, Cursor, Claude Code

Links

Portfolio: benn-portfolio.vercel.app

Education

Master of Fine Arts (MFA), Design Technology

San Francisco Art Institute

Bachelor of Arts (BA), English Literature

Virginia Commonwealth University

Experience

Synthemo: synthemo.com

2024 – Current

Art Director and Developer

Founded and leads a creative studio specializing in generative AI workflows for brand content. Produce cinematic brand films and marketing assets using custom pipelines built with frontier media ML models (Nano Banana, Flux, Veo), ComfyUI, and LLM integrations. Focus on rapid prototyping and premium motion delivery.

California College of the Arts: portal.cca.edu/people/pbenn

Adjunct Faculty, MFA Design

2015 – Current

Teach Motion Studio and MFA exhibition courses, with recent curriculum development in generative AI for design and motion.

XYZ Studios: wearexyz.com

Lighting Designer

2015 – Current

Design and produce high-end marketing images for major tech brands including Apple and Google using Maya, Nuke and Photoshop.

Logitech: www.logitech.com

2019 – 2023

Staff lead Visual Designer

Created and executed workflows for marketing assets. Worked with Engineering, Industrial Designers, Product Managers.

- Led visual design across 10+ product launches over four years for the mobility team, coordinating deliverables across engineering, industrial design, and product management.
- Created 3D Rendering, 2D Design Visualization across the Mobility product line.
- Performed CAD data conversion into DCC renderable assets.
- Created photorealistic imagery for Logitech website, in-store POS, packaging, and partner websites.

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Schawk

2017 – 2018

Staff 3D Technical Director

Created digital image assets for Apple product refresh and launch events.

- Executed Workflow for digital asset production of high-resolution, photorealistic imagery for product launches and in-store POS.

Nvidia

2014 – 2017

Staff 3D Technical Director

Created digital image assets for Nvidia events and product launches.

- Researched and developed off-line and real-time GPU rendering pipelines.
- Performed product testing for Nvidia's in-house GPU progressive and programmable renderer.
- Created workflows for CAD data conversion into DCC renderable assets.

Additional Relevant Experience

VFX & post-production: **Prologue Films, Hydraulx** (CGI Technical Director)

Agency: **R/GA, Eveo** (Roles spanned visual design, 3D production, and technical direction)

School of Visual Arts, Computer Art Professor

Taught courses in 3D computer graphics.

Virginia Commonwealth University, Design Department

Design Professor: Taught courses in computer graphics and animation.