

Benjamin Freedman – Character Animator / Concept Artist

Contact www.BenFreedmanArt.com BenFreedmanArt@gmail.com (425)761-2526
4420 146th PL NE #P5 Bellevue, WA 98007

Objective Obtain an **animation** or **conceptual** art position in the video game industry. My ideal job would allow me to put to use my skill and enthusiasm in one or both of these areas.

Qualifications **Thorough use of animation and design principals.** Self motivated, passionate desire to learn, and utilize all tools necessary to arrive at the best, most creative visual solutions possible. Refusal to settle on generic, uninspired results. Innate ability to communicate well with colleagues, learn from others, and contribute to collaborative environments.

Skills	MAYA	Animation, Modeling
	3DS MAX	Animation, Modeling
	Unreal 3 Editor	Matinee/Kismet/Generic
	Photoshop	Painting Characters/Environments/Illustrations
	Corel Painter	Painting Characters/Environments/Illustrations
	After Effects	Editing/Post
	Premiere	Editing
	Mudbox	3d Sculpting

Expertise **Animation, Concept Art & Design,** Modeling, Rigging, UV Layout

Awards Robert B. Mcmillen Scholarship for the Arts - **Full Tuition**

Education

2004-2008	Digipen Institute of Technology	Redmond, WA
▪ Bachelor of Fine Arts in Production Animation		
2003-2004	Grand Valley State University	Allendale, MI

References

Geraldine Kovats <http://www.geraldinekovats.com/> gkovats@digipen.edu
Tony White http://www.digipen.edu/main/Tony_White twhite@digipen.edu
Jazno Francoeur <http://www.imdb.com/name/nm0290663> jfrancou@digipen.edu

Work Experience

- June 08-Aug 08 **Animation Internship : Airtight Games** Redmond, WA
- May 2008 Freelance Illustration / Exile Game Studio Bellevue, WA
- Summer 2005 Michaels Arts and Crafts Bellevue, WA
- Summer 2002 Barnes & Noble Booksellers Grand Rapids, MI

Interests Life Drawing/Painting, Animation, Sculpture, Games, Singing/Vocalist, Paintball, Running/Sports, Reading, Watching Movies, Watching Bad movies

2D portfolio and demo reel available on my website