

# BENJAMIN DAVIS

## CHARACTER ANIMATOR



BENIMATION

### SUMMARY

Highly skilled in Animation (traditional & digital), as well as Creative conception, layout and Storyboarding. I work effectively under time constraints and pressure, well organized, disciplined, with a positive attitude, and the ability to work independently or in a team environment.

### SKILLS

Autodesk Maya  
Autodesk MotionBuilder  
Adobe Photoshop  
Adobe Animate CC  
Adobe After Effects

### WORK HISTORY

Character Animator  
09/2020 to Present  
Sony Santa Monica Studios  
Los Angeles, CA  
Responsible for character and creature animations for hero characters and enemy AI.

GAMEPLAY ANIMATOR  
04/2020 to 09/2020  
Deviation Games  
Los Angeles, CA  
Responsible for character and creature animation as well as animations of other in-game objects.

GAMEPLAY ANIMATOR  
10/2019 to 03/2020  
AlphaSoftWorks  
Gardena, CA  
Working as a freelance gameplay animator creating appealing actions with dynamic posing and timing.

FACIAL RETARGETER  
09/2019 to 12/2019  
Rouge Mocap  
Marina Del Rey, CA  
Developed retargeted facial Motion Capture files to pass to facial animators.

### EDUCATION

Certificate of Completion in Animation  
Gnomon, School of Visual Effects  
Los Angeles, CA