

Benjamin Kluewer
Animator/Media Artist
San Francisco, CA
www.benaminkluewer.com
ben@benaminkluewer.com, 412-225-6168

Objective

To contribute my versatile skills as an animator and generalist to a production environment

Skills /Software

3D Animation	Maya
3D Modeling, Texturing, Lighting, Rigging	ZBrush
Stop-Motion Animation	Dragon Stop Motion
Storyboarding & Pre-Production	After Effects
Figure Drawing	Photoshop
Motion Graphics	Cinema 4D

Experience

Freelance Digital Artist
Hectic Digital October 2011 - Present
-Camera and Object animation for TV ads and corporate videos
-Photorealistic product modeling and texturing
-3D Visual Effects

PlayViews Inc. May 2012
-In-game prop modeling and rigging
-Character animation

Clearcare Inc. January 2012 - March 2012
-Created corporate video and edited demo videos
-Modeled, textured, rigged character and set
-Animated a school of goldfish
-Composited final video

Stop Motion Animator
Lightly Held Films - *Nothing in a Rectangle is True* December 2011 - January 2012
-Created clay puppets for Animation based on Artist designs
-Animated three characters for conceptual visualisation

Independent Film - *Where the Wild Things Are* May 2008 - September 2008
-Screened in the 2008 BlackSheep Puppet Festival main program and children's program
-Designed and created six fur, wire and clay puppets
-Animated all characters
-Composited shots together and painted backgrounds in Photoshop

Character Animator
Josh Hagler *The Four Evangelists* April 2011 - January 2012
-Screened at *Imagined Chase* exhibit at Frey Norris Gallery, March 2012
-Analyze and animated characters based on video interviews
-Adhere to project deadlines and budget

Education

The Art Institute of California - San Francisco, San Francisco, CA September 2011
Master of Fine Arts in Computer Animation,
Alpha Beta Kappa Honor Society

Vassar College, Poughkeepsie, NY May 2004
Bachelor of Arts in Physics