



Ben Colbourn
802.355.9002
bcolbourn@gmail.com
www.bencolbourn.com

Objective To create professional, expressive art and animation in games, film, or television

Qualifications Skillset includes Modeling, Texturing, Animation, Lighting, Rendering and Compositing
Proficient in Maya, 3d Studio Max, After Effects, Mental Ray, Vray, Maxwell, Unreal Engine 3, Premiere and Photoshop
Experienced in Final Cut Pro, Nuke, Shake, Solidworks, XSI, Zbrush, Mudbox, Endorphin, Motion Builder, Mac, PC and Linux environments

Experience **Animator, Generalist** April 2010 - July 2010
Holysoft Studios, Kleinostheim, Germany
Animated, modeled and rigged characters and environments to be used in commercial productions

Computer Technician Assistant, 05 -06, 09
Williston School District, Williston, VT
Setup, cleaned and imaged computers while working independently

Education Bachelor of Science in Computer Animation, Full Sail University, Winter Park, FL

Achievements Awarded Best Animation and Most Lifelike Character at the 2009 Siggraph GameJam! Competition

Featured Interview in the October 2009 Issue of Animation Reporter