Ben Colbourn
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www.bencolbourn.com

BenColbourn.com
3D Artist

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, Mental Ray, Vray, Unreal Engine 3, Unity, After Effects and Photoshop
Experienced in Final Cut Pro, Nuke, Shake, XSI, Zbrush, Motion Builder

Experience

Contract Shading/Lighting Artist & Animator, March 2011 - June 2011
Critical Mass interactive, Austin, TX
Set up lighting, materials and rendering/compositing for pre-rendered sequences to be used in a game

Contract 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, 2005 - 06, 09, 10
Williston School District & CSSU, Williston, VT
Worked independently repairing and imaging computers for large school networks and troubleshooting technical problems

Education

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

Participated in the 2013 Game Production semester at DADIU, The National Danish Academy of Digital Interactive Entertainment

Achievements

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

Interviewed for a feature in the October 2009 Issue of Animation Reporter Magazine