

Alex Benavente
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Experience:

Tech Ops Specialist for Animation and VFX – Chapman University

4/2019 – Present

- Provide technical guidance and support for Animation Students and Faculty
- Provision and manage Animation and VFX software, hardware, and infrastructure
- Research and implement Animation Technical workflows

CG Animator - Digital Frontier FX, Counterpunch Studios, Hammer Creative, Method Studios

6/2017 – 4/2019

- Animated CG Characters in Maya for Video Game Cinematics and Visual Effects

Production Coordinator - The Third Floor, Frame Machine, The Mill, Sony Pictures, Atomic Fiction

8/2015 – 5/2017

- Tracking of Production shots, assets and pipeline tasks through Shotgun and Filemaker Databases
- Providing Production support to Supervisors and Artists
- Management and Coordination of Deliverables to Clients and Vendors

Animation Lab Technician – Academy of Art San Francisco

9/2012 – 8/2015

- Provided Technical Support and assistance to the Animation Department Staff and students regarding animation software and hardware
- Provision software updates and troubleshoot various technical issues

Education:

- Western Governors University - **Bachelor of Science, Information Technology**
- University of California, Santa Cruz - **Bachelor of Fine Arts**

Certifications:

- Animation Mentor - **Advanced Character Animation Program**
- CompTIA - **A+, Network+, Security+, Project+**
- Amazon Web Services - **AWS Certified Cloud Practitioner**

Software/Skills:

- Autodesk Maya, Adobe CC, Office 365, CG Animation