



BEN DON SHERWOOD

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Dear Recruitment Team,

I am writing to express my genuine interest in joining your Animation Studios as a Character Concept Artist. This opportunity represents more than a career goal; it's a return to my creative beginnings. My journey began as an in-betweener at the former Disney Animation Studios in Sydney, during the final era of traditional hand-drawn production before the transition to 3D. Those formative years taught me the enduring value of character, heart, and storytelling; lessons that have shaped every project I've led since.

Over the past two decades, I've worked internationally as a concept artist, storyboard artist, and 3D animator, leading creative teams and collaborating with studios who shared production ties with Disney's global network. My work spans from feature animation and 3D development to visual storytelling and animatic direction. I'm comfortable sketching on command, ideating live in-story meetings, and bridging disciplines to help directors translate and arc their narrative emotion to the screen.

Having witnessed both the decline and beautiful resurgence of traditional animation, I'm deeply inspired by craftsmanship and story-first artistry. I bring not only technical skill across multiple pipelines, but also a creative sensitivity rooted in designing character concept art and character-driven storytelling; the kind that moves people, young and old.

Thank you for considering my application. I would welcome the opportunity to share my portfolio and discuss how my experience could serve your next great story.

Warm regards,

Ben Don Sherwood

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BEN DON SHERWOOD

**Character Concept Artist | Storyboard Artist | Animator | Artist & Creative
Skilled in Leadership, Design, and Innovation**

CONTACT

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EDUCATION

**Bachelor of Applied Arts,
3D Animation & Graphic Design**
AIE / CIT TAFE, Canberra, AU
(2000)

Tertiary Diploma
Narrabundah College, Canberra, AU
(1998)

SKILLS

Software & Tools

- Adobe Creative Suite
- Toon Boom Storyboard Pro
- Procreate
- 3D Studio Max / Blender / Maya / Autodesk / Softimage
- Logic Pro

Creative

- Character Concept Art
- Advanced Artistry Skills
- Animation
- Storyboarding
- Storyline Troubleshooting
- Multi-instrumentalist

OBJECTIVE

Passionate and classically trained Character Concept Artist and Visual Storyteller with over 20 years of professional experience in traditional 2D animation, 3D modeling, storyboarding, and visual development. A former in-betweener from the final era of Disney's Sydney traditional animation studio, I bring a unique fusion of old-school craftsmanship and contemporary digital artistry. I aim to contribute to the next generation of storytelling through imaginative character design, visual narrative building, and heartfelt world creation.

WORK EXPERIENCE

Ettamogah Entertainment – Head of Animation/Concept & Storyboard Artist
Melbourne, VIC, Australia | (2005 – 2006)

- Led animation department for feature film production, overseeing all creative and technical elements.
- Designed all principal character concept art and developed visual storyboards from script to animatic.
- Created marketing and merchandise artwork aligning visual tone across media.
- Collaborated with directors and writers to shape character arcs and narrative flow.
- Recruited, trained, and managed multidisciplinary animation teams.

Silicon Gateway 3D Animation – 3D Animation/Concept Artist/Digital Designer
Canberra, ACT, Australia | (2002 – 2004)

- Developed concept art and modeled 3D characters for commercial media and broadcast.
- Designed storyboards, mood boards, and logo art for clients.
- Produced short-form narrative sequences and corporate promotional content.
- Worked in creative pre-production from concept through final render.

Brilliant Digital Entertainment (BDI) – 3D Animator
Sydney, NSW, Australia | (2001–2001)

- Animated motion capture and keyframe sequences for online 3D series including KISS, Ace Ventura, Xena, and Superman.
- Applied facial gesture animation and lip-sync for dialogue-driven storytelling.
- Modeled, textured, and rigged low-poly characters for real-time animation.
- Created visual effects and composited assets within webisode pipelines.