Ben Don Sherwood

Character Concept Artist | Storyboard Artist | Animator

October 16, 2025

Recruitment Team
Walt Disney Animation Studios
California

Dear Recruitment Team,

I am writing to express my genuine interest in joining Walt Disney 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 narrative emotion to the screen.

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

It would be an honor to contribute to the studio that first ignited my artistic path and to help craft worlds and characters that carry forward Disney's timeless magic.

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.

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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 Disney storytelling through imaginative character design, visual narrative building, and heartfelt world creation.

CORE STRENGTHS

- Character & Environment Concept Design
- Storyboarding & Animatic Creation
- Visual Development & Artistic Direction
- Traditional & 3D Animation
- Story & Emotion-Driven Design
- Cross-Discipline Collaboration & Leadership
- Problem Solving through Visual Storytelling
- Creative Pitching & Brainstorm Facilitation

SELECTED PROFESSIONAL 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 (SG3D) – 3D Animator / 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 | 2000 – 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.

Freelance Concept & Story Artist – Various International Studios

Australia / USA | 2007 – Present

- Designed character concepts, environments, and storyboards for animated projects and films.
- Created animatics for directors to visualize story pacing and tone.
- Partnered internationally with studios collaborating with Disney-affiliated teams.
- Consulted on story flow, visual tone, and narrative consistency.

EDUCATION

Academy of Interactive Entertainment (AIE) / CIT TAFE

Diploma of Applied Arts – 3D Animation & Graphic Design | Canberra, ACT | 2000 Narrabundah College

Year 12 Tertiary Diploma | Canberra, ACT | 1998

Caroline Chisholm High School

Year 10 Certificate | Canberra, ACT | 1996

SOFTWARE & TOOLS

Photoshop • Illustrator • InDesign • Toon Boom Storyboard Pro • Procreate • Maya • Blender • 3D Studio Max • After Effects • Premiere Pro • Final Cut Pro • Adobe Media Encoder • Logic Pro • Microsoft Suite (Mac & PC)

CREATIVE ATTRIBUTES

- Deep respect for Disney's legacy of hand-drawn storytelling and emotional character performance.
- Strong instinct for story-driven design, merging imagination with believability.
- Collaborative communicator who thrives in cross-department creative problem-solving.
- Fast, confident draftsman able to ideate live in development sessions.

REFERENCES

- Doug Kolk KTLA, Los Angeles, CA | +1 (323) 806-7892 | doug.kolk@ktla.com
- Steven Ashcroft Patient Support Services, Canberra, Australia | +61 447 098 658 | steven.ashcroft@act.gov.au