

Benjamin Ramey

Animator

Franklin, VA - Email me on Indeed: [indeed.com/r/Benjamin-Ramey/d95a3bb4411cc51d](https://www.indeed.com/r/Benjamin-Ramey/d95a3bb4411cc51d)

As an Animator, I intend to learn more about my future profession, gain the experience of working for an animation studio and benefit the group as a hard worker, who is good with people and enjoys his job

WORK EXPERIENCE

Animator

Regent Animation and VFX - Virginia Beach, VA - 2013 to 2015

Recruited as a member of group gaming project

- Create animations for the projects, which include walk and run cycles
- Collaborated to design a character for the game

Honors and Awards

- Phi Theta Kappa Scholarship- Phi Theta Kappa Foundation
- Virginia Tuition Assistant Grant Undergrad
- Camp Foundation Scholarship

EDUCATION

Bachelor of Arts in Animation

Regent University - Virginia Beach, VA
2012 to 2015

ADDITIONAL INFORMATION

Skills

- Proficient in Adobe Photoshop, Adobe After Effects, Autodesk Maya
- Proficient in graphic design, 3D modeling and rigging
- Hardworking and Thorough
- People person, Team player

Notable Projects

"The Broken Butterfly" (remake): Autodesk Maya- 3D modeling, rigging and animating 2015

"Final Night": Autodesk Maya- 3D modeling, special effects and animating 2014

"Study": Autodesk Maya- 3D Modeling and Animating 2014

"A Crocodile's Day": Autodesk Maya- 3D Modeling, Rigging and Animating 2014

"Robot Roll Call": Autodesk Maya- 3D Modeling and Animating 2013

"Toy Time Brawl" Group Gaming Project- 2D Animator, Concept Artist 2013

"Dante Lynxazzio Sale": Autodesk Maya- 3D modeling, Rigging, and Animating 2013

"Dante Lynxazzio House": Autodesk Maya- 3D Modeling and Animating 2013

"Adventures of Kleiten": Adobe After Effects- Artist and 2D Animator 2013

"The Broken Butterfly": Adobe Premiere- Artist and 2D Animator 2012