



# BEN THOMAS

## 2D ANIMATOR

benthomasanimation@gmail.com  
[benthomasanimation.com](http://benthomasanimation.com)

### EDUCATION

*Colorado Mesa University*

2014 - 2018

Bachelor of Fine Arts,  
Animation, Film and Motion Design

### STUDIO EXPERIENCE



### PROGRAMS



### SKILLS

- Well-versed in Japanese and Western Traditional animation workflows
- Strong understanding in the foundations of Illustration
- Supportive and Communicative Team Player
- Detail-oriented workflow prioritizing quality
- Creative problem solver
- Demonstrates diligent leadership and initiative in roles with higher responsibility.

# EXPERIENCE (5+ YEARS)

## BONES (STUDIO), inc.

### MY HERO ACADEMIA: EPISODE 158

*Key Animator (Layout and Genga), Sep 2024*

Worked as a Key Animator for sequences involving Uraraka and Toga's battle towards the end of the 7th Season. Responsible for the LO of ten scenes and the Genga of four of those scenes.

## POWERHOUSE ANIMATION STUDIOS

### SONIC FRONTIERS: DIVERGENCE

*Character Animator, Jun 2022 - Sep 2022*

An action-heavy animated short for the *Sonic Frontiers* video game. Responsible for traditional character animating, including keyframes, inbetweens and tie-downs in ToonBoom Harmony.

### SONIC SUPERSTARS: TRIO OF TROUBLE

*Character Animator, May 2023 - Aug 2023*

Had the pleasure of being brought back on board for another promotional short film for the Sonic video game franchise. Once again Responsible for traditional character animating, including keyframes, inbetweens and tie-downs in ToonBoom Harmony.

## WARNER BROS. ANIMATION

### JUSTICE LEAGUE: CRISIS ON INFINITE EARTHS - PART 2 & 3

*Retake Animator, Aug 2023 - Sep 2023, Oct 2023 - Jan 2024*

Assigned the role of a retake animator for a handful of shots on the animated comic book action film. Responsible for shots including Batman and Superman for part 2, and for shots including Hawk Girl, Wonder Woman and Constantine additionally in part 3.

### VELMA - SEASON 2, MAX

*Retake Animator, Sep 2023 - Oct 2023*

Shortly after wrapping on Justice League, I was brought on for a brief stint to help on the second season of Velma, following the namesake character in more mystery misadventures.

### INVINCIBLE FIGHT GIRL, CARTOON NETWORK

*Retake Animator, Jan 2024 - Mar 2024*

I was assigned to work alongside the Cartoon Network team for the new original show, following a passionate aspiring wrestler named Andy. Responsible for redrawing characters to be on model as well as to improve the quality of movement.

### CREATURE COMMANDOS, MAX

*Character Animator / Retake Animator, Apr 2024*

My final project I was assigned to at Warner Bros. Animation was to both be a Lead Character Animator on the opening sequence of James Gunn's first animated show, as well as brought on for a retake for the series.

## TITMOUSE, inc.

### Q-FORCE, NETFLIX ORIGINAL

*2D Rigged Animator, Jan 2021 - Mar 2021*

Worked as a freelance rough animator for Titmouse Vancouver on the Netflix-original show Q-Force. Responsible for rigged character animation in Adobe Animate.

### THE HARPER HOUSE, PARAMOUNT+

*2D Rigged Animator, Mar 2021 - Aug 2021*

Continued working with Titmouse Vancouver on the Paramount+ Original, *The Harper House*. Responsible for rigged animation in Adobe Animate, including keys, in-between and clean-up.

## SPINDLEHORSE

### HELLUVA BOSS, YOUTUBE

*Character Animator, Feb 2022 - Jul 2022*

Responsible for traditional animation of characters, vehicles and props in ToonBoom Harmony for Season 2 of Spindlehorse Toons' Streamy Award-Winning Youtube Show.

## BROWN BAG FILMS

### LU AND THE BALLY BUNCH, CARTOONITO

*2D Rigged Animator, Mar 2022 - Apr 2023*

Worked as a full-time contract animator with Brown Bag Films for the children's show, *Lu and the Bally Bunch*. Responsible for complex rigged character animation in ToonBoom Harmony, utilizing master controllers and nodes on a shot-by-shot basis.