



BEN THOMAS

CHARACTER ANIMATOR

benthomasanimation@gmail.com
benthomasanimation.com

EDUCATION

Colorado Mesa University

2014 - 2018

Bachelor of Fine Arts,
Animation, Film and Motion Design

STUDIO EXPERIENCE



PROGRAMS



SKILLS

- Well-versed in Traditional and Rigged 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)

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

Character Retake Animator, Aug 2023 - Sep 2023

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.

VELMA - SEASON 2, MAX

Character 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.

JUSTICE LEAGUE: CRISIS ON INFINITE EARTHS - PART 3

Character Retake Animator, 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, Superman, Hawk Girl, Wonder Woman, and Constantine.

INVINCIBLE FIGHT GIRL, CARTOON NETWORK

Character Retake Animator, Jan 2024 - Mar 2024

My final project 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.

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-betweeners 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.