



BEN THOMAS

CHARACTER ANIMATOR

benthomasanimation@gmail.com
benthomasanimation.com

EDUCATION

Colorado Mesa University

2014 - 2018

Bachelor of Fine Arts,
Animation, Film and Motion Design

California State University, Northridge

2016-2017

National Student Exchange Program,
Studying Animation

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

SONIC FRONTIERS: DIVERGENCE, SEGA

Powerhouse Animation Studios, Character Animator, 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.

HELLUVA BOSS, YOUTUBE

Spindlehorse Toons, Character Animator, 2022

Responsible for traditional animation of characters, vehicles and props in ToonBoom Harmony for Season 2 of Spindlehorse Toons' popular Youtube series, *Helluva Boss*.

LU AND THE BALLY BUNCH, CARTOONITO

Brown Bag Films, 2D Rigged Animator, 2022-2023

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.

Q-FORCE, NETFLIX ORIGINAL

Titmouse, Inc., 2D Rigged Animator, 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+

Titmouse, Inc., 2D Rigged Animator, 2021

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

DON'T GET HOOKED / INNOCENCE WOUNDED

Beyond the Giant, Character Designer / Animator, 2019 - 2020

Worked alongside a team of independent animators to create a PSA for childhood safety online. Responsible for character design and animation for Officer Brian. Additionally co-created a David and Goliath inspired bumper. Responsible for character designs and animation throughout.