

BENJAMIN PAWLOSKI

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CAREER SUMMARY:

Highly knowledgeable and innovative employee with the ability to solve any problem. Adept at working independently or as part of a team. Able to address multiple ongoing projects with full attention to detail and quality.

EXPERIENCE:

VFX ARTIST | STOOPID BUDDY STOODIOS | MARCH 2018 - NOVEMBER 2021

- Stop motion animation rig removal and cleanup
- Created visual effects using After Effects, Photoshop, and Blender

VFX COMPOSITOR | CRUNCHYROLL | JULY - AUGUST 2021

- Tracked, removed, and rearranged mouths shapes to match english audio on 2D anime

FREELANCE ENVIRONMENT MODELER | PRINT N PLAY INC. | 2017

- Convert nurbs models to polygons and fix topology in models
- UV and texture models
- Use Assets to set up and light scenes

VIDEO PRODUCTION | TEAM RUBICON | JANUARY 2015 – MARCH 2015

- Created an explanation video of what company does after tornado in After Effects • Used Maya dynamics to create a tornado visual for the video

GRAPHIC DESIGN | MAJOR CUSTOM CABLE | MARCH 2004 – SEPTEMBER 2006

- Modeled technical visualizations of products in Solid Works
- Designed and created a new product catalog, sell sheets, and business cards

Software:

- Adobe Creative Suite
- Adobe After Effects
- Autodesk Maya
- Autodesk 3DS Max
- Blender

EDUCATION:

BACHELOR OF SCIENCE: GRADUATION DECEMBER 2016

THE ART INSTITUTE OF CA – LOS ANGELES

MAJOR: MEDIA ARTS & ANIMATION

BACHELOR OF SCIENCE: GRADUATION MAY 2002

SOUTHEAST MISSOURI STATE UNIVERSITY

MAJOR: TECHNICAL GRAPHICS

REFERENCES AVAILABLE UPON REQUEST