

Benjamin Freedman

Character Animation | Technical Animation (engine) | Character Systems Design

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Objective **Breathing life into virtual worlds by creating the finest Player, NPC and Boss experiences possible.** Champion my teammates through the ups and downs of production. Share my passion and enthusiasm for games with any team of which I am a part. Always push the bar of excellence, and seek to elevate the conversation. Consider "why" as well as "how". Do everything within my power to help create the best games imaginable.

Qualifications **Thorough usage of animation and design principles.** Passion for arriving at the most creative and appropriate visual solutions possible. Strong aversion to settling on generic, uninspired results. Emphasis on effective, respectful dialogue with colleagues, and desire to absorb and leverage the breadth of their knowledge and advocate for their points of view. Eagerness to draw constructive meaning from error. Thoughtful contribution to collaborative working environments.

Experience **Probably Monsters - Lead Animator - Incubation** **Feb 2019 - Present**

- **Manager:**

- Planning and Risk Assessment
- Team Management / Briefs / Documentation / Outsourcing
- Motion Aesthetics and Content Pipelines
- Motion Capture Scoping and Planning
- Hiring Manager

- **Individual Contributor:**

- Gameplay / Cinematic / Conceptual Animation
- State Machine Architecture & Blend Trees (Unreal Engine)
- Montage Markup / Notify Workflow / Traversal Design
- Blueprint Scripting / Prototyping (incubation)
- Combat Design Pitches, Iteration and Tuning
- Collaboration with Engineering, Systems Design and Technical Art
- Coordinating with Gameplay/Tools Engineers on Character Performance/Content and workflow.
- Character Setup (Using auto-rigger)

ArenaNet Inc. - Sr. Technical Animator - Incubation

Oct 18 - Feb 19

- State Machine Architecture & Blend Trees
- Collaboration with Gameplay Engineering, Engine Team and Systems Design
- Working directly with engine team on editor features and authoring workflow
- Markup/Notify Editing / Workflow
- Traversal Aesthetics and Design
- Experimentation with Motion Fields / Motion Matching
- Motion Capture Scoping and Planning

ArenaNet Inc. - Sr. Character Animator - Incubation

Feb 16 - Oct 18

- Player / Creature Animation and Animation Aesthetics
- Traversal Aesthetics & Design / Tuning
- Coordination with Systems Design and Gameplay Engineering
- Animation Markup Workflow
- State Machine Architecture / Blending
- Engine Tech Request and Planning
- Motion Capture Scoping and Planning

- Cinematic Mockup / Gameplay & Tonal Visualization

Motiga Inc. - Senior Character Animator - Gigantic **Feb 13 - Feb 16**

- Player Character, NPC animation
- Marketing Cinematics (Pre-Prod - Closed Beta)
- Anim Trees and Markup Tuning (UE3)

ArenaNet Inc. - Character Animator - Guild Wars 2 **Oct 08 - Feb 13**

- Player Character, NPC and Boss Animation (Early Production - Live Content)
- Principal Artist - Live Content Teams

Airtight Games - Cinematic Intern - Dark Void **2008**

- In Game Cinematic Block-In

Nintendo - QA / Tester **2008**

- Game Testing and Quality Assurance

Education

DigiPen Institute of Technology **2004 - 2008**

- Bachelor of Fine Arts in Production Animation

Grand Valley State University **2003 - 2004**

- Computer Science Major

Skills

Primary: **Character Animation, State Machine, Blueprint Scripting and Prototype**

General: Management / Gameplay Ideation / Gameplay Workflow / Feel, Systems Design Sense

Expertise

Unreal Engine	ABP, Blueprint Scripting
Autodesk MAYA	Character Animation, Character Setup (auto-rig)
Adobe Photoshop	Painting / Drawing / Editing
After Effects / Premiere	General Editing / Ripomatic
Productivity	Excel, Sheets p4, Jira, Confluence

Awards

Robert B. Mcmillen Scholarship for the Arts - Full Tuition

References

Matthew Wingler	linkedin.com/in/matthewwingler/	matthewwingler@gmail.com
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Interests

Prototyping personal games, Playing Games, Reading / Non-Fiction, Animated Film / TV, Drawing / Painting, Singing, Paintball, Running / Soccer, Gardening / Growing fig trees, Watching Movies, Watching BAD movies with friends.