

BenJones

Character + Environment Modeler

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EDUCATION

Ringling College of Art and Design, Sarasota, Florida - May 2012 candidate
BFA in Computer Animation; Minor in Sculpture. GPA: 3.3/4.0

EXPERIENCE

3D Animation Intern, *Cramer*, Norwood, Massachusetts – Summer of 2009 & 2011

- Headed Research and Development on Augmented Reality and Microsoft Kinect
- Documented research in Cramer Wiki as well as in video tutorials
- Designed and animated an interactive flash Kinect technology showcase projected in the Cramer Lobby
- Nominated for Cramer Spotlight Award

Freelance Flash Developer, *Maine State Aquarium*, West Boothbay Harbor, Maine – Summer 2010

- Designed and programmed two interactive touch screen kiosk applications
- Programmed in Actionscript 3 and XML

Freelance Web Designer, Sarasota, Florida – 2006 - present

- Efficiently managed time
- Successfully communicated with clients
- Designed and built sites using *Adobe Photoshop* and *Dreamweaver*

Work-Study Web Designer, *Ringling College of Art and Design*, Sarasota, Florida – 2008-2010

- Collaborated with and taught faculty about designing and maintaining websites for their classes using Dreamweaver and Google Sites

SOFTWARE EXPERIENCE

Maya , 3DS Max, Zbrush, MotionBuilder, MatchMover, Adobe CS5 , Actionscript, XML, Nuke, 3D World Studio, Torque Game Engine, Unreal Engine, Microsoft XNA Engine, Augmented Reality, Storyboard Pro, CrazyBump, Visual Studio C#, FL Studio, Microsoft Office, Computer networking, Computer hardware

Experienced in Windows, Mac OS X, and Linux

ACTIVITIES AND INTERESTS

Electric vehicles, Arduinos, making lists, solving problems, staying up late, being a geek