

# Charles D. Benevento

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**3D Animator**  
**Visual Story Artist**

## Experience

January - February, 2022	The Third Floor Inc - Previs Artist Trainee Created sequences of shots from storyboards and vehicle action sequences
August 16 - September 8, 2021	Hi From The Future (Brooklyn) - Character Animator Contractor Animated 3900 frames of lip sync and character performance on a studio Film Project
Sep 2019 - May 2020	Student Thesis 3D animated short film "Spark" Director, Head Animator, Previs Artist, Storyboard Artist, Story and Concept, layout Artist Awards Received (BEST SHORT FILM SoCal Films 2020) (SVA 2020 Film Of Distinction) (Offical Selection Film Quest 2021) (Offical Selection Lift Off Global Network New York 2020) (Offical Selection Sidewalk Film Festival 2020)
Feb- Mar 2020 -	Student Senior Thesis Animated short film "Wound Up" by Julia Sherbin <i>Character Animator</i>

## Skills

-3D Animation; Character Animation  
Camera Animation; Vehicle Animation

-Previs; layout; Motion Capture clean up;  
Storyboarding; 2D Animatics;

Basic Character Rigging and Python knowledge

## Software Skills

Autodesk Maya	Shotgun / Shotgrid
Photoshop	Cinema 4d
Storyboard Pro	Premiere Pro
TVPaint	Adobe illustrator
After Effects	Zbrush

## Education

2021 Jan - May	Animsquad Winter and spring semester Animation Courses with professor Jeffrey Engel and Kevin Jackson
Sep 2016 - May 2020	Bachelor's Degree of Fine Arts, Computer Art, Computer Animation and Visual Effects, School of Visual Arts  Course work includes: Specialization in computer animation, Creating high-quality character animation utilizing the classic principles, storyboarding as well as previs development.
Sep 2013 - May 2016	Associate's Degree of Applied Science, Computer Animation, Bergen Community College 3.72 gpa activities and societies: Phi Theta Kappa Honor Society

References available upon request