

Charles D. Benevento

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**3D Animator
Visual Story Artist**

Education

2021 Jan -	Animsquad Winter semester Animation Course, professor Jeffrey Engel Expected to finish March 2021
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 3D computer art, computer animation, and VFX, storyboarding as well as story and visual development. with tools such as Maya, Adobe Cloud suite, Storyboard Pro, Python and Cinema 4D
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

Skills

-3D Animation; Character Animation
Camera Animation

-Previs; layout; Storyboarding; 2D Animatics;

Basic Rigging and Python knowledge

Software Skills

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

Experience

2020 June -	Heritage Pest Control, Pompton Plains New Jersey <i>Part time Book keeper</i>
Sep 2019 - May 2020	Student Thesis 3D animated short film "Spark" <i>Director, Head Animator, Previs Artist, Storyboard Artist, Story and Concept, layout Artist</i> Awards Recieved: ☆ (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>
Oct-Dec 2019	Senior Thesis vfx live action film "Goblincillo" by Esteban Garces <i>Character Animator</i>

References available upon request