



BEN MEYER

Animator/Rigger

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🌐 meben.org

📍 New York, NY

EDUCATION

**BFA COMPUTER ART,
ANIMATION, VFX**

School of Visual Arts
2018-2022

EXPERTISE

3D Animation

Rigging

Tech Anim

Modeling

Sculpting

Python

SOFTWARE

Maya

Unreal Engine

Adobe Suite

Advanced Skeleton

AnimPolish

BroTools

Unity

Zbrush

Experience

May 2024- Present

○ Iridium Studios 3D Facial Animator

Primary animator for cinematics, responsible for delivering compelling facial performances across a diverse cast of characters to enhance storytelling and emotional resonance. Improved facial rigs by refining their design and functionality, significantly expanding their range and performance capabilities to exceed production standards.

Oct 2024- Present

○ Story Leaf 3D Animator

Collaborating closely with rigging and look development teams, I have been refining the animation style of a character for an upcoming influencer campaign. This work includes developing pose libraries, streamlining shot workflows, and fully animating ~30-second spots featuring an unconventional character.

Aug 2022- April 2024

○ HOPR Freelance Animator/Rigger

I collaborated closely with cross-functional teams to deliver high-quality character and prop rigging, as well as animation, under tight deadlines. My work spanned various clients, including Google Firebase, Android, Google Chrome, Google I/O, and others, ensuring creative and technical excellence across diverse projects.

Jun 2023 - Sep 2023

○ VINCI GAMES Freelance Character Rigger

I developed character rigs for main avatars, collaborating with art and technical teams to achieve precise skin-weighting optimized for Unity. My work included rigging clothing for both male and female avatars, ensuring seamless integration with character skinning. Additionally, I diagnosed and resolved skinning errors in pre-rigged NPC characters, as well as fully re-rigged NPCs and their facial rigs for in-game and cinematic applications.

May 2022 - Dec 2022

○ PSYOP Freelance Rigger/Tech Anim Artist

My experience encompasses character and prop rigging, diagnosing and resolving rigging issues, creating and simulating nCloth systems for clothing and secondary motion, animating secondary movement, and performing shot-sculpting. I have contributed to projects for clients including Respawn's Apex Legends, Aldi, The General Insurance, and Supercell.

Oct 2022 - Dec 2022

○ HUMXN Freelance Animator/Rigger

Honors & Awards

2022

Best in Show - CG Film
SVA's Class of 2022 Thesis Showcase

2022

SVA Alumni Scholarship
Received to help fund my thesis project,
"MIDAS"

2021

**Ray Lee Jr. Legacy
Foundation Award**

Received to help fund my thesis project,
"MIDAS"

2020

Funniest Animation
Nathan Love Worshipper Animation Contest