



BEN MEYER

Animator/Rigger

✉ ben@meben.org

🌐 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

○ Aug 2022- Present

HOPR

Freelance Animator/Rigger

I had the opportunity to collaborate closely with cross-functional teams while working under tight deadlines, specializing in character and prop rigging, as well as animation for various clients, including Google Firebase, Android, Google Chrome, Google I/O, and many others.

○ May 2022 - Dec 2022

PSYOP

Freelance Rigger/Tech Anim Artist

My experience includes rigging characters and props, diagnosing rigging issues, building simulation systems with nCloth, simulating clothing with nCloth, animating secondary movement, and shot-sculpting for a variety of clients such as Respawn's Apex Legends, Aldi, The General Insurance, and Supercell.

○ Jun 2023 - Sep 2023

VINCI GAMES

Freelance Character Rigger

I created character rigs for main character avatars and collaborated with art and technical teams to ensure accurate skin-weighting that performed well in Unity. I also rigged clothing for both male and female avatars, ensuring seamless integration with skin-weighting. Additionally, I diagnosed and fixed skinning errors in pre-rigged NPC characters, working closely with the animation team to achieve excellent results for both in-game and cinematic use.

○ Oct 2022 - Dec 2022

HUMXN

Freelance Animator/Rigger

Collaborated closely with team leads to intricately rig clothing articles for use with Unreal Engine's metahuman character rigs, ensuring minimal interpenetration, particularly when dealing with large clothing pieces. I was also assigned to pose these characters in preparation for their use in the project. Project showcased at Miami's Art Basel.

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