Benjamin Kantor

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Education

Animation Mentor (2010-2012)
- Advanced Studies in Character Animation

University of Pennsylvania, Philadelphia, PA (2005-2010)
- BSE in Digital Media Design - an interdisciplinary program in Computer Science with a concentration in Computer Graphics and Animation

ACMSIGGRAPH University of Pennsylvania Student Chapter
- Chair Animation Chapter and Webmaster (2009), Vice Chair (2007-2009)
- led tutorials and organized events

Technical Skills

• **3D Software:** Autodesk Maya, Blender, Unity, experience with MotionBuilder, Xsens MVN Animate, Manus Core
• **Adobe Creative Suite:** Photoshop, Illustrator, Flash, After Effects
• **Programming:** Python, C#, HTML/CSS, JavaScript

Work Experience

Ascend Learning – New York, NY - (Jan 2020-Present)
Manager, Production Animation **(Aug 2021-Present)**
- Managing a team of 3 animators, staff and contract.
- All previous Lead responsibilities, continuing hands-on development, automation, mentoring, and scheduling.
Lead Production Animator **(Jan 2020-Aug 2021)**
The Kognito production team was elevated and converted into a shared service to produce educational simulation products for all Ascend Learning business units and external clients.
- Responsible for quality control and overseeing all projects from Unity setup to final deployment.
- Mentoring Animation team members: Improving content quality by reviewing, critiquing, and revising 3D animation.
- Creating Python and C# automation scripts, reducing errors and saving hundreds of hours of production time annually. Collaborating with development team to propose and implement new pipeline tools. Documenting cross-team best practices and additional training for Instructional Designers and Writers.
- Assisting Animation Manager with daily schedules, capacity planning, and contractor hiring and training.
- Motion Capture technician and performer. Working to implement Xsens and Manus into pipeline.
Kognito Interactive - New York, NY - (Sept 2016-Jan 2020)
Lead Production Animator **(Sept 2018-Jan 2020)**
- Planning, setting up, and animating course content.
- Mentoring Animation team members: Improving content quality by reviewing, critiquing, and revising animation.
- Writing Python scripts to automate setup tasks for Animation and Instructional Designers/Writers to reduce errors. Collaborating with Developers to propose and create additional Unity pipeline tools.
- Assisting in hiring: Reel review, testing, and training for new animators. Cross-team pipeline training for Content Development hires.
Animator **(Dec 2016-Sept 2018)**
- CG character animator for health and behavioral health training simulations and role-playing games
Freelance Character Animator **(Feb 2014-Apr 2014, Sept 2016-Nov 2016)**

Sony Computer Entertainment America – San Diego, CA – (Sept 2015-Jan 2016)
- *Uncharted 4* (PS4): contract CG cinematic animator (mocap and hand-keyed)
- created facial solves using proprietary software

321 LAUNCH - New York, NY – Freelance (Nov 2014-Jan 2015)
- layout, animation (mocap and hand-keyed), and rendering for CG previs commercials

Animation Mentor (Jun 2013-Mar 2019)
- mentor assistant for classic animation track, collaborative short film program (2013)
- tech support for the Animation Mentor Pipeline tool (AMP)
- laying out and animating shots, additional work as needed to assist production (2013)

M.M. Hayes - Albany, NY - Freelance (Nov 2010-Feb 2011, 2013 updates)
- with a partner, created 3-minute animated commercial for website
- wrote script, storyboarded, animated in After Effects, edited sound

Bill Plympton's Guard Dog Global Jam (2010)
- animated shot in official collaborative remake of Bill Plympton's "Guard Dog"
- used Maya for modeling, texturing, rigging, animating, and rendering
- won Best Experimental Film at ASIFA-East Animation Festival 2011