

# Benjamin Kantor

Character Animator and Technical Artist Manager focused on improving pipelines and bridging communication between artists and developers while nurturing team growth via active mentorship.

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🌐 [www.benanimation.com](http://www.benanimation.com)

## WORK EXPERIENCE

### Ascend Learning

Manager, Animation and Technical Art

Aug 2021 - Present

- Managing a team of animators, staff and contract, supporting 2D and 3D linear and interactive media products.
- Developed pipeline tools and process improvements that supported a 2900% increase in content output in 2022.
- Implemented full motion capture pipeline using Xsens and Manus to Blender and Unity.
- All previous Lead responsibilities, continuing hands-on development, automation, mentoring, and scheduling.

Lead Animator

Jan 2020 - Aug 2021

- Supervised the transition of the Kognito production team as it 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 planning to final deployment.
- Motion capture technician and performer. Cleanup and hand-key animation support as needed.
- All previous responsibilities.

### Kognito Interactive

Lead Animator

Sept 2018 - Jan 2020

- Mentored Animation team members: Improved content quality by critiquing and training.
- Wrote Python and C# scripts, reducing errors and saving hundreds of hours of production time annually.
- Collaborated with development team to propose and implement new pipeline tools. Documented cross-team best practices and held additional training for instructional designers and writers.
- Assisted in hiring: Reel review, testing, and onboarding for new animators.

Animator

Dec 2016 - Sept 2018

- CG character animator for health and behavioral health training simulations and role-playing games.

### Sony Computer Entertainment America

Contract CG Cinematic Animator - Uncharted 4 (PS4)

Sept 2015 - Jan 2016

- Mocap and hand-key animation.
- Created facial solves using proprietary software.

### 321 LAUNCH

Freelance Animator

Nov 2014 - Jan 2015

- Layout, animation (mocap and hand-keyed), and rendering for CG previs commercials.

## EDUCATION

### Animation Mentor

Advanced Studies in Character Animation

2010 - 2012

- Mentor Assistant (2014-2019) - Assisted the classic animation track and collaborative short film program by providing technical support for the Animation Mentor Pipeline Tool (AMP) and layout and animation as needed.

### University of Pennsylvania

BSE in Digital Media Design

2005 - 2010

- an interdisciplinary program in Computer Science with a concentration in Computer Graphics and Animation
- ACMSIGGRAPH Student Chapter Vice Chair (2007-2009) and Webmaster (2009)

## SKILLS

- 3D Software: Autodesk Maya, Blender, Unity, Xsens MVN Animate, Manus Core, MotionBuilder
- 2D Software: Photoshop, Illustrator, Flash/Animate, After Effects, familiar with Lottie and Rive
- Programming: Python, C#, HTML/CSS, JavaScript