

# 1 Benjamin Cole

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## 2 Objective

To pursue a career in the game development field where I can use my artistic talent and creativity.

## 3 Skills

3D Character Animation  
Effects Animation  
Traditional Animation  
Low Polygon Modeling  
NURBS Modeling  
Character Rigging

Game Design  
Level Design  
Scripting for Games  
Multimedia Design  
Character Design  
Flash Animation  
Video Editing  
Texture Painting  
Conceptual Design  
Illustration  
Storyboarding  
Web Design

## 5 Experience

### Interactive Designer/Animator

Scher Group, Streetsboro, OH 2002-Present

- Initiated design of The Education Challenge.
- Led design of The Education Challenge: Survival Island.
- Designed animation for business training applications.

### Animator

iKnowthat.com, Pittsburgh, PA 2000-2002

- Led design of several games and multimedia activities.
- Influenced character design on several projects.
- Created Flash animation and illustration for children's games and multimedia.

### Tutor

Art Institute International, Pittsburgh, PA 1998-1999

- Helped fellow students achieve success in several classes.
- Tutored students in 3D Studio MAX, Director, and Dreamweaver.

## 4 Programs

3D Studio MAX  
MAYA  
Photoshop  
Painter  
Fireworks  
Dreamweaver  
Director  
After Effects  
Premiere  
3D Game Studio  
Milkshape  
Illustrator  
Flash

## 6 Education

### Art Institute International, Pittsburgh, PA

Associate Degree in Specialized Technology  
Computer Animation and Multimedia Major

Demo tape available  
sample work online at [www.retro3d.com](http://www.retro3d.com)