

Felix Benning

Character Animator

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Objective I'm an animator with a strong passion for all things related to character driven visuals and motions. Being a strong team-player and contributing my skills to achieve the best possible outcome for a project is my main objective. Constantly educating myself is vital for me, so being part of a team of likeminded people keeps me motivated and inspires me day by day. I have a strong eye for detail and a profound understanding of animation principles.

Work experience

2019 - today 3D Animator, **MPC Film**, London
- Feature Film

2016 - 2018 3D Animator, **unexpected GmbH**, Stuttgart
- Commercials

Education

2018 Animsquad Expert Workshop
Mentor: Marlon Nowe

2016 Bournemouth University, UK
3D Computer Animation, **Master of Arts**

2015 Offenburg University, Germany
media design and production, **Bachelor of Arts**

Skills

- experience in working in small and big production teams
- experience in working in a fast paced commercial environment
- ability to adapt quickly to given circumstances
- analytical problem solving
- good understanding and feeling for all sorts of motion (realistic, cartoony)
- professional experience in working with motion capture data
- experience in rigging and understanding of complex rigging concepts
- experience in leading and organizing a team

Software Maya, 3ds Max, Nuke, Premiere, Photoshop

Languages German, English, Romanian (all fluent)

Interests Skateboarding, Sculpting (Clay), Movies