

# Felix Benning

## Character/Creature Animator

[felix.benning@hotmail.com](mailto:felix.benning@hotmail.com)

[www.felixbenning.com](http://www.felixbenning.com)

[www.linkedin.com/in/felixbenning](https://www.linkedin.com/in/felixbenning)

[www.vimeo.com/felixbenning](https://www.vimeo.com/felixbenning)

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**Objective** I'm an animator with a strong passion for all things related to character and creature driven performances for film and episodic content. Being a strong team-player and contributing my skills to achieve the best possible outcome is key to me. I have a constant need to educate and learn new things, 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- and VFX-principles.

**Work experience**

Currently	Senior Animator, <b>MPC Episodic</b> , London, UK - unannounced project
May-Nov 2020	Senior Animator, <b>Giant Animation</b> , Dublin, Ireland - Zog and the Flying Doctors (Magic Light Pictures)
2019 - May 2020	Animator, <b>MPC Film</b> , London, UK - various feature and episodic VFX projects
2016 - 2018	Animator, <b>unexpected GmbH</b> , Stuttgart, Germany - Commercials

**Education**

2018	Animsquad Expert Workshop Mentor: Marlon Nowe
2016	Bournemouth University, UK 3D Computer Animation, <b>Master of Arts</b>
2015	Offenburg University, Germany media design and production, <b>Bachelor of Arts</b>

**Skills**

- professional experience in creature VFX and stylised animation
- professional experience in working with motion capture data
- experience in working in small and big VFX and animation teams
- experience in working in a fast paced commercial environment
- experience in rigging and understanding of complex rigging concepts