

BENJAMIN WOOD

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EDUCATION

MASSACHUSETTS INSTITUTE OF TECHNOLOGY, June 2007
Master of Science, Visual Studies, Dept. of Architecture

SAN FRANCISCO ART INSTITUTE, May 2003
Bachelor of Fine Arts, Digital Media
Grade Point Average 3.89

EXPERIENCE

Present

Flash Animator, Charles Schwab & Company

San Francisco, California

Responsible for flash animation for large-scale plasma display for Schwab branches throughout the United States. As a member of large creative services team I acted as a lead flash animator for Schwab's "Talk to Chuck" plasma and online adverts.

2007 - 2008

Flash Artist

Freelance Artist for advertising agencies Premiere Retail Networks, Catzilla, Unit Design Collective, and Eveo Inc. designing and animating flash and graphic content, for interactive creative projects for a variety of platforms from banner ads to screen and web. Software programs included Photoshop, Image Ready, Flash, After Effects, Actionscript and HTML.

2007

Exhibition Consultant for Video and Interactive Space

Diego Rivera Grafico/Hipergrafico

Museo Nacional de Arte, Mexico City, Mexico

Responsible for conceptualizing, art directing a large scale video and interactive exhibit with a team of 10 artists, which spanned from the delivery of animated video, interactive projection, and web advertising, implemented with final cut, flash, and streaming video. Software programs included Final Cut Pro, ProTools, Flash, Flash Video Encoder HTML, Dreamweaver.

2005 - 2007

Web Designer, Video Editor, Technical Assistant

Massachusetts Institute of Technology, Cambridge, MA

My primary responsibility was to create graphic content design using flash, html and delivering streaming video for the department of Architecture. Software included Photoshop Final Cut Pro, Flash, Dreamweaver, HTML.

2004 - 2005

Art Director/3D Artist/ Flash Artist

Mark Resources LLC, San Francisco, California

Responsible for conceptualizing, directing and creating flash animations for web and 3D graphics using maya for large scale displays for projection and advertising, using flash, maya, final cut pro, premiere pro. Software included Flash, Actionscript, Maya, Final Cut Pro, Premiere Pro, Photoshop, Image Ready, HTML.

2003 - 2004

Flash Programmer & Instructional Designer

Corrigo Incorporated, Redwood City, California

Responsible for leading an instructional animated website using actionscript and animated in flash to present through audio and user driven animation how the corrigo software system works. Software included Robo Demo, audio capture, Sound Edit, Sound Forge, Flash, Actionscript.

TEACHING EXPERIENCE

2003 – Present

Associate Faculty, Digital Media
West Valley College, Saratoga, California

Advanced Photoshop (online)
Web Graphics and Interactivity
Advanced Video Production
Introduction to Video Production
Introduction to Photoshop

2005–2007

Teaching Assistant, Visual Studies
Visual Arts Program, Massachusetts Institute of Technology
Graduate Studio Seminar in Public Art Spring 2006 & 2007
Undergraduate Advanced Video Production Fall 2005
Undergraduate Introduction to Video Production Fall 2005

February 05– Present

Instructor, Digital Media, Adult Education
San Francisco Art Institute, San Francisco, California
Introduction to Web Graphics, Animation & Interactivity

SKILLS & TOOLS

Years of Experience

Skills

Relevant Tools

8	Graphic Design & Illustration	Adobe Photoshop, Illustrator
8	Web Design	Dreamweaver
8	2D Animation	Flash
8	3D Animation	Maya
8	Digital Video	Final Cut Pro, Adobe Premiere Pro
8	CD & DVD Authoring	Director, DVD Studio
8	Sound Editing	ProTools, SoundEdit SoundForge
8	Programming	HTML, Actionscript, Director

HONORS & AWARDS

2006	CampusMovieFest, History Channel Best Documentary, Boston
2004	California Governors Award for Historic Preservation
2003	Lucas Film Ltd. Merit Scholarship, San Francisco Art Institute
2002	The National Dean's List
