



## BEN STREEK

### RESUME 2017



## PROFILE

I'm a highly motivated versatile worker who is used to budgeting, tight deadlines and teamworking. Over the past 10 years i've been running my succesfull company Shortfilms, where I have filmed, edited, animated and have made post-work for television stations and international clients. I'm constantly aware of improving my skills and continue learning new techniques and software. My colleagues describe me as someone who you can throw any technical problem at and will come with a fast and working solution.



## PROFESSIONAL SKILLS

### CREATIVE

This work includes writing scripts, storyboarding and making styleframes. Creative work done for TVC and Promo's.

### MOTION GRAPHICS

All of the work is done in after effects and the vector work in illustrator or flash. I'm also experienced in creating VR and stereoscopic videos.

### COMPOSITING

This includes rotoscoping, motiontracking, camera tracking and compositing multilayered render passes in Nuke.

### 3D ANIMATION

Because of the previous type of projects not my strongest point, but definitely a skill that I want to develop more. I started using 3dMax, than moved on to Maya and because of the speed and intergration with after effects to Cinema 4d.



## PROFICIENCY



PHOTOSHOP



AFTER EFFECTS



CINEMA 4D



MAYA



NUKE



UNITY

Years

10+

10+

5

3

1

1



## WORK EXPERIENCE

2006 - NOW

### SHORTFILMS

Owner at Shortfilms, started in 2006. I specialise in event videos, tv promo's, tv commercial and cooperate videos. Most of my clients are larger Dutch companies like KPN and Unilever. I also make work for international clients like O'Neill, Sara Lee, Gettyimages and Sony Movie Channel.

2010 - 2012

### MEDIA MOUNTAIN

Working as a parttime interaction designer and programmer creating content for full color outdoor led displays.



## EDUCATION

2017 - NOW

### UTS ANIMAL LOGIC ACADEMY

Technical University of Sydney, The first industry-led post graduate degree, Master of Animation and Visualisation.

2004 - 2005

### MA INTERACTIVE ART AND DESIGN

University of Exeter, research in community behaviour, communication online and creative collaborations. Graduated with distinction 79%

1999 - 2004

### BSC HON PRODUCT DESIGN

Technological University of Industrial Design. Graduation and thesis on augmented reality and projection mapping.



## CLIENTS

