

CAMERON BENSON

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EXPERIENCE

Dates From June 2018 – To Present

MENTOR/TUTOR/ASSISTANT, MERCER COUNTY COMMUNITY COLLEGE

My professor recommended me into a line of work known as the DREAM program where I assisted students with disabilities and helped Professors with other students that needed extra help. I was soon put into multiple classrooms because I had a wide range of knowledge in Game Design, 3D modeling, Animations, Fine Arts, as well as Digital Media Arts.

Dates from August 2021 – Present

COMIC ILLUSTRATOR, G-FORCE CREATIVE, LLC

During my time at Mercer County Community College I met a guest speaker by the name of Frank Sasso, ex-Disney animator and penciler for Ren & Stimpy.

He offered an audition for voice over work. I commented on some character sketches he had on the wall and eventually I started working on a comic project with him and head of G-Force, Darren Vickery.

From there I began work as their lead comic illustrator and dabbled in concept sketch work for prop art. As well as also future voice over for later projects related to said comic.

EDUCATION

January, 2011 – June 2013

GRAPHIC DESIGN, ART INSTITUTES OF PHILADELPHIA

I studied at the Art Institutes of Philadelphia and majored in Graphic Design. I transferred to Mercer County Community College and changed my major in July of 2013.

August 2013 – 2017

GAME DESIGN, MERCER COUNTY COMMUNITY COLLEGE

I switched my major to Game Design and went on to receive top of class for my final GAM260 class. Due to financial reasons, I had to take a major hiatus from school. I am currently still enrolled for Game Design and I will be resuming classes in Fall of 2023.

SKILLS

Fast, dedicated, persistent, and a perfectionist in all fields of art. Great with jotting ideas quickly on to paper and implementing them into a 3D space. I am more of an idea factory type, able to quickly come up with multiple iterations of concept pieces in a short period of time.

One of my biggest strengths is being able to work in groups and boost moral with a friendly aura and positive attitude. Being able to contribute ideas and brainstorm in a fast-paced environment and take constructive criticism where it is needed to improve on my work, as well as help others grow.

ACTIVITIES

I have a great passion for many different genres of the arts. Including, but not limited to, Digital & Traditional Arts, Digital-Media, Writing, Gaming, and Voice Acting.

Digital & Traditional Arts:

In my spare time I am a freelance digital artist who specializes in cartooning, logo design, illustrations, and album covers. I have also used these skills to create promotional posters and social media ads, banners, and UI thumbnails.

Additionally I still work on projects using fundamental techniques such as sketches, charcoals, acrylics, inking, cartooning, manga, and illustrations.

Voice Overs & Voice Acting:

Since I was very young I had a talent for imitating sounds and characters from various cartoons and shows. This later turned into a talent for voicing characters in animation classes and video games where I was able to demonstrate a range of characters and expressions across multiple forms of media.

Games and Game Design:

Another passion I had for when growing up was video games. Over the years I always wondered how they made them, what made these 3D forms of art tick, and I wondered how I could use my artistic abilities to create or assist in creating them.

So by mixing all of my talents together I was able to learn to create many different types of games both 3D and 2D, as well as board games. I also incorporated my voice overs, traditional art, and digital art to create voices for characters and concept art for 3D designs to use as blueprints for our class projects.

Filmmaking:

I also like to work on short films using techniques I learned in school. I am currently working on my first major film project in my spare time. Using miniatures, practical effects, with minimal digital special-fx.

Writing:

From time to time I enjoy writing short stories of various different genres. Mostly in the realm of sci-fi, horror, and fantasy. I have a small collection of short stories currently self-published on the Amazon Kindle Store.

REFERENCES:

Frank Sasso (Director of Character Development for G-Force Creative): (609) 222-2691

Yesenia Rosado (Art Ref/Manager): (609) 575-7649

Susan Oniatus (Supervisor for MCCC): (609) 731-8707

Rick Giantisco (Head of Animation & Game Design at MCCC): (973) 941-7452