

BEN MIGNOLA

Stop-Motion Animator

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EXPERIENCE

Animator, Wildwood — January 2023 - November 2025

- Animated up to 4 characters on certain shots

Junior Animator, Wildwood — March 2022 - January 2023

- Animated Prue, Kurtis, Septima, Maxim, Brendon, as well as several coyotes. Specialized in dynamic action and body mechanics
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Royal Court Intro, Brittany Broski Inc. — May 2024

- The whole project was designed, directed and composited by me in 4 weeks
 - Concept art and storyboarding took 1 week, fabrication took 2 weeks, animation and compositing took 1 week
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Animator, Wendell & Wild — April 2021 - January 2022

- Animated Wendell, Wild, Kat, Raul, Wilma, Delroy, as well as many of the skeletons and background characters
- Animated up to 5 characters on certain shots
- Animated over 3 minutes of completed footage for the film, owning the Wilma + Delroy resurrection scene

Assistant Animator, Wendell & Wild — November 2020 - April 2021

- Specialized in dancing, body mechanics, and practical liquid effects such as hair cream, water, and boogers
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Intern, LAIKA Studios; Hillsboro, OR — 2019

- 8 weeks long
- Delved deeper into personality animation
- Various exercises in posing, body mechanics and appeal

Intern, LAIKA Studios; Hillsboro, OR — Summer 2018

- 6 weeks long
 - Covered posing, walk cycles, weight shifts, box lift and a personality animation
 - Invited to return 2019
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EDUCATION

High School Diploma — 2019

- Abraham Lincoln High School, San Francisco
- Helped develop animation club

ABOUT

I am a dedicated stop-motion animator currently based in Portland, OR, with a strong foundation built on a lifelong passion for animation. Growing up in San Francisco in the early 2000's, I was heavily inspired by the stop motion movies of the time. I began teaching myself how to animate when I was 7, and over the past 5 years, I have transformed that passion into a successful full-time career.

My expertise lies in character animation, with a particular focus on body mechanics. I take pride in collaborating with others to realize their creative visions, and thrive in dynamic, creative environments. Whether I'm working on my own projects or helping bring someone else's vision to life, I am always looking forward to my next challenge.

SKILLS

- Stop Motion
- Storyboarding
- Animation
- Fabrication
- Editing
- Compositing
- Communication
- Collaboration

SOFTWARE

- Dragonframe
- Blender
- Final Cut Pro
- After Effects
- Photoshop