

Benjamin Brunnen

Storyboard and CG Layout Artist

Profile

Passionate Storyteller, Storyboard and CG Layout Artist, that is highly motivated to work on impactful projects. Open-minded, eager for challenges, a fast learner and team player.

Contact

Date and Place of Birth	11.02.2002, Ibbenbüren (Germany)
Address	Weidenweg 1, 64839 Münster, Germany
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Experience

04/2023 - 09/2023	Student Internship Trickstudio Lutterbeck (Cologne, Germany) Storyboarding, 2D Animation, Background and Prop Design, Video and Audio Editing, Voice-Action, Teamwork, Management
08/2020 - 11/2020	Internship Bogena-Wieker Werbegrafik (Ibbenbüren, Germany) Graphic Design, Illustration, 2D Animation, Printing and Plotting

Education

10/2021 - 09/2025	University of Applied Sciences Darmstadt (Darmstadt, Germany) Bachelor of Arts Animation and Game In progress
08/2024 - 05/2025	Purdue University (West-Lafayette, USA) Study abroad program GPA: 4.0
08/2014 - 08/2020	Gymnasium Dionysianum (Rheine, Germany) Higher Education Entrance Qualification Grade: 1,7

Skills

Storyboarding | CG Layout | Video and Audio Editing | Visual Development | Graphic Design | Screenwriting

Language

German - C2 Native Speaker | English - C1 Fluent | French - B2 Proficient

Software

2D	Toon Boom Harmony Toon Boom Storyboard Pro Krita Procreate
3D	Autodesk Maya Blender Houdini
Editing	Adobe Premiere Pro Adobe After Effects DaVinci Resolve
Screenwriting	Final Draft

Filmography

2D, 3D and Hybrid Animation, Live-Action and Mixed Media Films

Where my Rosemary goes (wip, 2025) - Krishna Choparra

Storyboard Artist

DOPAMINOVER8000 (2025) - Paul Merten, Nicolas Dalmer

Layout Artist

DRAGged Away (2025) - Benjamin Brunnen

Writer, Director, Storyboard Artist, Production Assistant

Thrill of the Hunt (2025) - Blake Godfrey

Production Assistant, Graphic Designer

Leoht (2025) - Hannah Hurst

Storyboard Artist, Animatic Editor, 3D Layout Artist

Wisdom in the Roll (2025) - Maximilian Köhnlein

Storyboard Artist, Animatic Editor, 3D Layout Artist

Deadlock (2025) - Amira Brewer

Storyboard Artist, Editor, Compositor, Actor, Set Runner

Farewell Combat (2024) - Gina-Marie Leuthner

Add. Writer, Storyboard Artist, Animatic Editor, Layout Artist, 3D Generalist (Environment), Sound Manager

Winter's Lullaby (2024) - Kübra Ögüt

Storyboard Artist, 3D Layout Artist, Animatic Sound Designer

Get Back Up! (2024) - Huang Haoyu, Benjamin Brunnen

Creative Supervisor, Writer, Storyboard Artist, Animatic Editor, Layout Artist, 3D Modeler (City), Texture Artist (Character), Sound Manager, Marketing Manager

Schalotte "Die Schreckliche Drachenfrucht" (2023) - Olaf Kamin

Storyboard Artist, Animatic Editor

Löwenzahn "Schatten" (2023) - Matthias Bruhn

2D Animator

ORCA.nrw "Wissenschaftliches Schreiben" (2023) - Richard Lutterbeck

Storyboard Artist, Animatic Editor, 2D Animator, Background and Prop Designer, Video and Audio Editor, Voice Actor

Orb (2023) - Maximilian Köhnlein

Add. Writer, Storyboard Artist, Animatic Editor, Add. Character Designer, Add. Prop Modeler

Digital Daggers (2023) - Photini Symeou

Storyboard Artist

Return to the Bunker (2023) - Keyan Charlile

Storyboard Artist

Lure in the Dark (2023) - Viola Huber

Concept Artist, Character, Creature and Environment Designer, Storyboard Artist, Animatic Editor, 3D Modeler and Rigger (Beetle), Marketing Manager

On Point (2022) - Anouschka Fritz

Production Manager, Storyboard Artist, 2D Animator