Ben Abergel
Creative Technologist

benabergelus@gmail.com
http://linkedin.com/in/abergelben
https://benabergel.com
Los Angeles, CA | (424) 299 9911

Creative technologist skilled in AI-driven filmmaking and virtual production, leveraging advanced AI tools to explore artistic boundaries and optimize creative workflows. Hands-on film production experience.

Work Experience

Head of AI Technology & Production   Nov 2024 - Present
Entertainment Technology Center| Los Angeles

- Oversee the AI production of a film, ensuring AI-driven workflows meet creative and technical standards.
- Develop Vid2Vid workflows leveraging video models (Hunyuan, CogX, LTX) for high-quality and long generation.
- Collaborate with directors to build visual asset databases for LoRA training, accelerating the creative process.
- Assemble and lead a team of AI technical artists for footage stylization in Vid2Vid and T2I workflows.
- Streamline post-production by automating tasks such as masking, segmentation, and character replacement.

AI Animation Artist   Feb 2025 – March 2025
Secret Level| Los Angeles

- Directed and delivered animated scenes using generative AI, meeting defined creative and technical standards.
- Managed creation of AI video and image assets, maintaining visual coherence and physical resemblance.
- Collaborated with creative and technical teams to refine visuals through iterative feedback and direction.

Machine Learning & Generative AI Artist   Jan 2024 – Nov 2024
Self-Employed | Los Angeles

- Leverage AI toolstakes such as Stable Diffusion (ComfyUI, Automatic 1111) to create and develop visual assets.
- Integrate advanced AI techniques (e.g., ControlNet, Ip-Adaptor) into production and post-production workflows.
- Trains LoRAs for character and style consistency, exploring alternative visual effects workflows to improve efficiency
- Optimize pre-visualization with AI-driven storyboards to refine direction, improve planning, and create visual art.

Virtual Production Technician   Oct 2023 - Oct 2024
Zemeckis Center for Digital Arts | Los Angeles

- Set up and operated LED volume, including real-time camera tracking with the Motive motion capture system.
- Collaborated with DPs and VFX Supervisors to make real-time Unreal Engine adjustments, ensuring consistency.
- Conducted motion capture sessions, calibrated the stage, built rigid bodies, and troubleshot technical issues.
- Livelinked mocap signals/data into Unreal Engine for integrating virtual world and real-time vis.

Post-Production Facilities Coordinator   Aug 2023 - Jun 2024
USC School of Cinematic Arts | Los Angeles

- Coordinated editing, sound, and color grading suites while managing filmmakers' check-ins at the facility.
- Monitor technical issues and maintain up-to-date spreadsheets for streamlined technical support coordination.

Aerial Cinematography Intern   Jun 2023 - Aug 2023
Lightcraft | El Segundo

- Assembled and tested camera packages, ensuring they meet quality standards for aerial cinematography.
- Operated and controlled camera equipment under the supervision of experienced directors of photography.
- Facilitated equipment pick-up, return, and inventory organization for smooth logistic operation.

Skills

AI Creative Tools: Kling AI, LUMA, Runway, Adobe Firefly, ElevenLabs, Midjourney, Krea, Magnific, Chat GPT and more.
Creative Software: Adobe Photoshop, After Effects, Adobe Premiere, Unreal Engine, Motive, MotionBuilder, Davinci Resolve.
Office Software: Microsoft Word, Excel, PowerPoint, Google Docs, Google Sheets, iWork, Keynote, Final Draft, Slack.

Education
USC School of Cinematic Arts
Bachelor | Cinema and Media Studies