Peter Kerkvliet

Character Animator

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Education_____

Savannah College of Art and Design – BFA, 2021
- Major in Animation and Minor in Drawing
- SCAD Academic Honors Scholarship
- SCAD Dean's List

Animschool - Certificate in 3D Character Animation Program, 2021
- Received mentorship in crafting authentic performances that resonate with all audiences.

Experience_____

Animator, Ryzo Studios, Remote - Jan. 2024 - Present
- Animated on debut short film "Release the Beast" in Unreal engine 5

Animator, Gasket Studios, Minneapolis, MN - Dec. 2024
- Responsible for delivering Animated ad for Pronto Heating & Air Conditioning

Animator, Scholar, Los Angeles, CA - Sept. 2024 - Oct. 2024
- Responsible for delivering instructional animation video for Meta headset

Animator, Digital Frontier FX, Los Angeles, CA - Aug. 2023 - Apr. 2024
- Nezha 2: Utilized clients animation to place and drive the logic of the crowd using MiArmy
- Xeno: Provided creature animation to match the on set costumed actor and cleaned up motion capture data.

Animator, MPC, Montreal, QC – Mar. 2022 - Mar. 2023
- Conducted facial rig tests and animated character shots for *Snow White,* blending hand-keyed and motion capture.
- Utilized motion capture and implemented dialogue changes for *Transformers,* and provided complex animation for feline creatures in *Kraven the Hunter and UFO in* NOPE.

Animator, Framestore, Los Angeles, CA – Jan. 2022 - Feb. 2022
- 'Old Friends' Super-bowl Ad: Crafted layouts, set decoration and animation for Meta Super-Bowl 2022 ad to bring the client's creative vision to life.

Animator, Pixomondo, Los Angeles, CA – Jul. 2021 - Dec. 2021
- Day Shift: Animated naturalistic and stylized characters in a high-speed chase in Ue4.
- Lost in Space S3 Ep 5 & 8:Crafted crowd animation for the alien robots during the climactic finale.

Cinematic Animation Intern, Activision Vicarious Visions, Albany, NY – Jun. 2020 - Aug.2020
- Created game cinematics inside Maya and seamlessly integrated into Unreal Engine 5

Recognition_____

- Animation World Network "Bearly" highlighted and published by AWN - Dec. 29, 2020
- Panelist at SCAD Anim Fest to discuss the creation of "Bearly" - Sept. 26, 2020

Skills_____

- Software: Maya, Blender, Substance Painter, Unreal Engine 5, Shotgrid, Animbot, Studio Library, Adobe creative suite, DaVinci Resolve, Mi Army, Mac OS, Linux, Windows