

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, 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
- Xenon: Provided creature animation to match the on set costumed actor and cleaned up motion capture data.

Animator, MPC, Montreal, QC – Mar. 2022 - Mar. 2023

- Snow White: Conducted tests on the character facial rigs and animated on shots with combination of hand keyed and motion capture to deliver the desired performances.
- Transformers: Implemented dialogue changes and utilized motion capture on shot work.
- Kraven the Hunter: Provided intricate hand keyed animation on feline creatures.
- NOPE: Hand keyed animation for the menacing UFO to enhance the suspense.

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. Leveraged unreal engine 5 for the stylized characters racing.
- Lost in Space S3 Ep 5 & 8: Provided tech fixes on space worm and crafted believable 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
- Trained to enhance appeal with naturalistic and cartoony animation for games.

Recognition

- Animation World Network "Bearly" highlighted and published by AWP - 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