

Peter Kiger *Animation Director / CG Supervisor*

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Summary

Director with 13 years of experience leading cross-functional artistic and technical teams in animation, games, and VFX. Supervisor with a proven track record of managing and delivering creative productions with an annual budget of \$9 million. Developer of production pipelines to studios of 40+ artists that foster collaboration between on-site, remote and freelance employees. Innovator pushing the boundaries of production with research and development into emerging technologies, AI, real-time, and cloud production workflows.

Professional Experience

Paramount

Senior Director Animation Production - Noggin Dec 2021 – present

- Head of 3D, supervising animation production across all Noggin original series and interactive games
- People manager leading a team of artists and technical directors responsible for look development, modeling, rigging, surfacing, lighting, compositing, and tool development
- Coordinated recruiting, staffing, budgeting, and scheduling across multiple simultaneous productions
- Managed production pipeline and partnered with Production Technologies for strategic planning of future hardware, software and renderfarm needs
- Developed facial performance capture systems in Unreal Engine for rapid animation production at scale using Nick Jr. characters
- Managed partnerships with domestic and overseas outsource vendors

Senior Animator - Nickelodeon Apr 2019 – Nov 2021

- Creator and Executive Producer on “What’s the Word” 15 episode original series on Noggin
- Animation Supervisor on multiple Noggin original series. Mentored, assigned shots, and reviewed work of junior animators
- Collaborated with Art Director and Animation Directors to lead teams developing on-air graphics packages

Fisher-Price

Senior Animation Director Dec 2014 – Apr 2019

- Produced and Directed TV spots, animated shorts, music videos, and product visualizations for Imaginext, Little People, Laugh & Learn, Power Wheels, BeatBo, and Rescue Heroes preschool kids brands
- Created augmented reality and virtual reality experiences in Unity for live events and product marketing
- Developed and deployed material library pipeline tools in Python to problem solve consistency issues and increase productivity of product visualization teams across New York, LA, and China offices

Lead Animator Jun 2011 – Oct 2014

- Developed and wrote animation style guide for Little People music video series with 3.8 million views on YouTube
- Character Animator and Technical Director on “Hassle with the Castle” animated short with 5 million views on YouTube

Education

Bachelors of Fine Arts in Animation Sep 2006 – May 2010
Savannah College of Art and Design
Magna Cum Laude

Skills

3D

Maya, Mudbox, ZBrush, V-Ray, Arnold, Redshift, Nuke, Ornatix, Yeti, Deadline, Qube

Real-time

Unreal Engine, Unity

Adobe

Substance, After Effects, Premiere, Photoshop, Illustrator

Programming

Python, MEL