

# PETER HOUTMAN

Animator • Character designer • Storyboard artist



pan-tastique.com



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The Netherlands (willing to relocate)

Peter is a young freelance artist with great motivation to break into the professional industry. What he lacks in experience, he makes up in motivation trifold. Peter is curious, creative, and has an unique worldview that any employer should be interested in. Peter enjoys to be challenged and works well as both an individual and in a team of like-minded creatives he can share his thoughts and ideas with.

## SOFTWARE SKILLS

Clip Studio Paint PRO

TVPaint Professional 11

**Toonboom** (Storyboard Pro, Harmony)

**Microsoft Office** (Word, Powerpoint, Outlook, Excel)

**Adobe Suite** (Animate, Photoshop CC/Elements, Illustrator, After Effects, Premiere, InDesign)

Sony Vegas

Zbrush

## LANGUAGE SKILLS

	WRITING	SPEAKING	LISTENING
<b>Dutch</b>	Native	Native	Native
<b>English</b>	C1	C1	C1
<b>French</b>	B2	B1	B1
<b>Spanish</b>	A2	A1	A2

## ADDITIONAL SKILLS

Intrinsically motivated, eager to learn, friendly, punctual

## INTERESTS

- Writing stories for novels and comics
- Playing video games
- Reading
- Music: playing guitar and singing
- Visual novels

## AWARDS

**ZomerOndernemer Rotterdam 2019**

Best Young Entrepreneur of Rotterdam, 2019  
Awarded by: Stichting The New Entrepreneur



## EXPERIENCE

### Executive Producer

**Pan-tastique | Swift Spark and the Defense Five**

**May 2020 - present | Passion project | Spijkenisse, The Netherlands**

I am currently producing the pilot for "Swift Spark and the Defense Five", a web-distributed superhero cartoon. As a small, self-funded production, Roles I have covered include:

- Visual Development
- Writer
- Voice Director
- Character Designer and Prop Designer
- Storyboard artist
- Animator and Colourist
- Background Artist

### Storyboard Artist

**Fountain's Pen Productions | Battle Beetle**

**May 2023 - present | Apprenticeship | Remote**

I'm currently a storyboard artist on "Battle Beetle", an animated webseries by John Fountain, produced under the Fountain's Pen Productions apprenticeship program.

- Action-comedy storyboarding
- Responsible for ensuring storyboards are done properly and in line with the producer's needs
- Regularly works with supervising directors to ensure tasks are done on time

### Lead Character Designer

**Fountain's Pen Productions | Battle Beetle**

**April 2023 - present | Apprenticeship | Remote**

I'm currently the lead character designer on "Battle Beetle", an animated webseries by John Fountain, produced under the Fountain's Pen Productions apprenticeship program.

- Lead designer for model sheets on Battle Beetle
- Responsible for ensuring model sheets are done properly and in line with the producer's needs
- Regularly works with supervising directors to ensure designs are done efficiently and quickly

### Producer

**Shockwave Animation | Defenders of Alodia**

**January 2023 - present | Freelance | Remote**

I am working on 'Defenders of Alodia' as a co-producer. My tasks are focused in the area of pitch-ing the show, including the creation of the pitch bible and finding potential production partners.

### 2D Animator

**Frederator Networks | Sonic X Reanimated**

**December 2022 | Freelance | Remote**

I produced an animated segment for the Sonic X collaboration hosted by Frederator Networks. These collaborations serve as practice, experimentation and exploration. On my segment, I worked as the sole artist, responsible for the scene start-to-finish.

### Storyboard Artist

**Seabreeze Studios | Deinochira Shorts**

**October 2022 - present | Freelance | Remote**

I am working on 'Deinochira', a series of web-distributed animated shorts as the lead storyboard artist.

### 2D Animator

**Frederator Networks | Steven Universe Reanimated**

**June 2022 - July 2022 | Freelance | Remote**

I produced an animated segment for the Steven Universe collaboration hosted by Frederator Networks. These collaborations serve as practice, experimentation and exploration. On my segment, I worked as the sole artist, responsible for the scene start-to-finish.

### 2D Animator

**Frederator Networks | Adventure Time Reanimated**

**October 2021 | Freelance | Remote**

I produced an animated segment for the Adventure Time collaboration hosted by Frederator Networks. These collaborations serve as practice, experimentation and exploration. On my segment, I worked as the sole artist, responsible for the scene start-to-finish.

### Inbetween Animator

**Studio 'néetje | Hoge Verwachtingen in het Onderwijs**

**September 2021 | Freelance | Remote**

I worked for Studio 'néetje on a short film for Hogeschool Rotterdam, titled "Hoge Verwachtingen in het Onderwijs".

- Inbetween Animator for several shots, working off feedback from the lead animator.

### 2D Animator

**Pan-tastique | Zomerondernemer: Zakenvrienden Explainimation**

**January - March 2020 | Freelance | Remote**

I produced an explainer animation for ZomerOndernemer Rotterdam / Stichting The New Entrepreneur. The purpose of this short film was to introduce the concept of ZomerOndernemer to potential interested investors. I was the sole artist on this film, responsible for the entire film start-to-finish, including the script. I worked off feedback from the client.