Erik Keefer
Character/Creature Animator

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Character and Creature Animator with over eight years of professional experience

- Skilled in animating a wide range of characters including quadrupeds
- Keen eye for composition, layout and visual storytelling
- Strong acting and performance instincts
- Extensive knowledge of anatomy and body mechanics
- Expert understanding of the Principles of Animation
- Strong 2D skills including storyboarding and thumbnailing

EXPERIENCE

Scanline VFX – Animator January 2022 – December 2022
- **Black Adam** – Character, vehicle and camera animation
- **Upcoming DC feature** – Character, creature and camera animation
- **Upcoming Netflix series** – Character, creature and camera animation

The Third Floor – Animator/ Postvis artist July 2021 – January 2022
- **Doctor Strange in the Multiverse of Madness** – Character and creature animation
- **Moon Knight** – Character and creature animation
- **She-Hulk** – Character and creature animation

Zoic Studios – Animator March 2021 – April 2021
- **Stargirl** – Character animation and previzualisation
- **The Flash** – Previsualization

WEVR – Animator March 2019 – February 2021
- **Chaos at Hogwarts and Wizards Take Flight Harry Potter VR experiences**
  - Character and creature animation
  - Worked with extensive amounts of mocap data and participated in multiple mocap shoots

Aaron Sims Creative – Lead Animator October 2014 – December 2018
  - Character and creature animation for many titles including **Stranger Things**, Overlord, The Mist, Midnight Texas, The Conjuring 2, Lights Out and Independence Day Resurgence

Brain Zoo Studios – Animator July 2014 – September 2014

EDUCATION

Gnomon School of Visual Effects April 2011 – June 2014
- Certificate in the Character Animation track of the Entertainment Design and Digital Production program.

Art Center College of Design 2008 – 2009
- Studied 3D animation, modelling and texturing

Pasadena City College September 2003 – August 2006
- Associate Degree in Fine Arts

SOFTWARE

Skilled with	Familiar with
• Maya	• Adobe Photoshop
• Unreal	• Motion Builder
• Adobe After Effects	• ZBrush
• Shotgrid Studio	