

PETER SCHERRER

VFX ARTIST



petersvfxwork@gmail.com

www.petersvfx.com

IG: [petersharesart](#)

PROFESSIONAL BIO

I am a VFX artist specializing in real-time stylized vfx. Utilizing Autodesk Maya and Houdini to create assets to come to life in Unreal Niagara Systems.

AWARDS

Best of Term
Category - Effects : Games
Gnomon School of Visual
Effects, Games and
Animation

SKILLS

Houdini
Autodesk Maya
Unreal Engine
Nuke
After Effects
Adobe Photoshop
Z-brush
Substance Painter
Substance Designer

RELEVANT CLASSES

Houdini 1-4
Dynamic Effects 1-4
Animation & Visual Effects 1 & 2
Hard Surface Modeling 1
Lighting and Rendering 1-3
Expressions and Scripting
Advanced Scripting
Liquid Simulation
Visual Effects for Games
Texturing and Shading for
Games

PROFESSIONAL EXPERIENCE

HolySmoke VFX Los Angeles, CA
Jr. VFX Artist
October 2024 - January 2025
Malick & Scherer PC Clinton, NJ
Survey Technician
October 2019-2022
Coast Group LLC New York, NY
Project Engineer
February 2019 - October 2019
Rootopedia Warren, NJ
Research Analyst
May 2013 - February 2019

EDUCATION

Gnomon School of Visual
Effects, Games and Animation.
Digital Production Certificate
for Visual Effects
OCTOBER 2022-2024
Rutgers University, School of
Engineering
Bachelor of Science in Civil
Engineering
GRADUATED MAY 2017