

# April Peter

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Storyboard Artist  
3D and 2D Animator and Instructor  
Illustrator and Concept Designer

**Summary:** Animation instructor since 2013. Storyboard artist and illustrator since 2007. 3D animator since 2003. Flash animator and concept designer since 2000. Classically trained 2D animator since the late nineties.

Experienced in creating mobile apps, incl. rudimentary coding, since 2011.  
Founding member of the Israeli Animation Professionals' Union.

**Prominent Clients:** Framestore for Netflix, Yoni Goodman for HBO, Crew 972 for Aardman and Warner Bros, Playtika, Abot Hameiri, Outfit7, Shortcut-Playground, Argaman Creative for Omek Interactive.

**Prominent Work Places:** Minshar School of Art, Shortcut-Playground, Crew 972, Snowball VFX, Pitchi-Poy, DPSI Israel.

**Professional Highlights:** Senior animator for The New Looney Tunes - Road Runner 3D. Story artist for Aardman's "Shaun the Sheep" season 2 (5 episodes). Story artist for the feature film "Mikmak II - The Time Machine". Senior animator for the feature film "Mikmak I - Journey to Minimik Planet". Comics illustrator for the TV show "Good Family" by Eitan Fux. Directed, designed and created a story app for Outfit7 (Talking Ginger). Concept designer and animator for motion controlled action games "Bare Knuckles" and "Galactic Surfers".

## Work Experience:

Since 2014 **Freelance 2D and 3D animator, concept designer and story artist.**  
Feeling that full-time opportunities had become sparse and unattractive, I directed energy towards connecting with quality clients as a freelance contractor. My diverse experience allowed me to take part in a wide range of TV and film productions and independent projects.

Clients include Framestore for Netflix, Playtika, Yoni Goodman for HBO, Shortcut-Playground, Studio Boico Drori, Ido Rattner for BabyFirst TV, Reut Abrany for NMC, Meduzaz Animation Studio and others.

Since 2017 **Self-published author and illustrator of children's books.**  
After turning my animated short "Ann Can't Sleep" into an illustrated storybook, I continued working with my partner Daniel Shneor to write, illustrate and self-publish several more children's stories. The last of those

is the series “Like a Girl”, which captures perfectly our skill at mixing 3D and hand-drawn illustrations, as well as our passion for inspirational content for young people.

- Since 2013 **Animation instructor** | Minshar for Art, PROG College.  
Starting out as TA in some recurring animation courses in the PROG Graphic Arts college, I discovered a great love and patience for teaching and working with young artists.
- In 2017 I started teaching an intro course to Maya and the Twelve Principles of Animation for sophomore year at Minshar college of art in Tel Aviv. The course was later moved to the freshman year, for the purpose of sparking interest in 3D earlier in the process.
- 2011 - 2014 **Independent creator of mobile games and story apps.**  
With my partner Daniel Shneor we designed, wrote and animated several interactive children’s stories for iOS, as well as some casual games.
- 2012 - 2013 **Senior animator and story artist** | Shortcut-Playground.  
I was part of the animation team on “Mikmak I - Journey to Minimik Planet”, a feature film based on the successful interactive website and TV show. Having worked previously with animation director Doron Meir, we were able to bring our experience in turning out high quality content on a tight schedule to a new production and a wildly creative environment.
- After production of “Minimik Planet” ended, I continued as a story artist on the second film, “Mikmak II - The Time Machine”, now under director Adi Soffer and animation director Anat Costi. After a few months of enthusiastic pre-production on some great material, the film was unfortunately shelved due to budget problems.
- 2010 - 2011 **Freelance animator and concept designer** | Outfit7, Argaman Creative.  
I joined my friends at Argaman Creative to help design and animate two motion-controlled computer games.  
Later I designed and directed an animated “Talking Ginger” story for the pioneering apps company Outfit 7.
- 2009 **Senior 3D animator** | Crew 972 for Warner Bros.  
I remained at Crew 972, to work as a character animator on Road Runner 3D (part of the new Looney Tunes), under the direction of Doron Meir and Alex Orrelle. Gravitating towards the character and emotion oriented sequences, I was able to produce a high quality of animation, while working on a very tight schedule and developing a highly effective work dynamic.
- As a senior animator I was also involved in the mentoring and instruction of junior animators, which sparked my interest in teaching.
- 2008 **Storyboard artist** | Crew 972 for Aardman.  
I joined the storyboard team, where under the direction and instruction of JP Vine we took part in the production of season 2 of Aardman’s

“Shaun the Sheep”. I created the storyboards for five episodes, including fan favorites “Two’s Company” and “An Ill Wind”.

2006 - 2007 **Animator and storyboard artist** | Pitchi-Poy Animation Productions.  
I returned to the studio where I’d started out as a trainee a decade ago, this time as an experienced animator. For two years we worked on a wide range of children’s TV and web content. Since the studio’s owner and creative director Noam Meshulam has always been a pioneer of mixed media, my ability to juggle hand-drawn art, Flash and 3D animation was a useful skill.

While there, I developed an interest in storyboarding, and was able to join the story team on several occasions.

2005 - 2006 **Freelance animator** | Snowball VFX, Multiview (TaleCity Productions) and others.  
After the closing of DPSI, I spent a couple of years as a freelance character animator on projects such as commercials, TV shows and student films. Having both 3D and 2D skills opened a wide scope of possibilities.

2003 - 2005 **Character animator and previs artist** | DPSI Israel.  
Having decided to focus on animation, I found a place on DPSI’s newly formed animation team, where I learned 3Ds Max and Maya and worked as a junior animator and previs artist on TV series, short and feature films.

1997 - 2003 **Flash and Interactive Media**  
I learned Flash and worked mostly as an animator and graphic designer on interactive websites and early learning multimedia.

1995 - 1997 **Starting out in Classical Animation**  
I started out as a general trainee in Pitchi Poy animation studio, where I was bitten by the animation bug. In the next few years I learned the basics of hand-drawn animation and made my first steps in the profession.

## Education:

2005 - 2007 **Tel Aviv University**  
Varied courses: cinema, philosophy, history, communication etc.

2002 - 2004 **Employee Enrichment Programs** | DPSI Israel.  
Animation, 3D layout.

1998 - 2005 **Private Lessons** | Oswald Adler  
Plastic anatomy, sketching, illustration.

1997 - 2000 **Self Taught:** Animation and concept design.

1996 - 1997 **Avni Art College:** Graphic design, illustration  
**Sivan Computer Institute:** Computer graphics.

## Softwares:

Autodesk Maya\*, 3Ds Max\*, Flash/Animate, Adobe Photoshop and Indesign.

*\*Only animation features for 3D softwares.*

## Languages:

English, Russian, Hebrew, Bulgarian: fluent

French, Italian, Spanish: basic

## Links:

[www.aprilpeter.com](http://www.aprilpeter.com)

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