Kevin Pendergast

(416) 435-0678 | kevin.pendergast@mohawkcollege.ca | linkedin.com/in/kevin-pendergast | github.com/Kevin-Pendergast | kevinpendergast.netlify.app

Education

Mohawk College   **Hamilton, Ontario**
Ontario College Advanced Diploma - Software Development   *September 2024 – Present*

Seneca College   **Toronto, Ontario**
Graduate Certificate - Visual Effects for Film and Television   *September 2019 – April 2020*

Brock University   **St. Catharines, Ontario**
Bachelor of Arts (Honours) - Interactive Arts and Science   *September 2015 – April 2019*

Summary of Qualifications

Technical Skills: Java, Python, JavaScript, PHP, C#, SQL, Git, HTML, CSS, Katalon

- Strong interpersonal skills, with articulate verbal and written communication
- Self motivated, working both independently and as a part of a team
- Proficient in Adobe Premiere, Adobe Photoshop, Microsoft Suite, Nuke, Mocha, Zoom/Teams

Work Experience

Digital Compositor   **Toronto, Ontario**
MARZ VFX   *May 2021 – July 2023*

- Finalized video shots utilizing a wide range of postproduction techniques and editing (technical skills include: 2D and 3D element integration, colour correction, and green screen removal) in Foundry Nuke
- Communicated and tracked project status and milestones with my team/supervisors using a project management system to ensure competing timelines were being adhered to and met
- Collaborated and led virtual meetings with internal teams daily to discuss current and upcoming project plans
- Supported and mentored team members looking for assistance by reviewing their work and providing feedback for areas of improvement
- Liaised with the studio's Marketing Team to provide high quality promotional video content demonstrating the studio's work to potential clients
- Researched and implemented best practices when complex editing requests were presented
- Problem solved and troubleshot work with the Lead Supervising Artist for creative and technical accuracy to guarantee high quality work

Notable Projects
- Spider-Man: No Way Home
- Stranger Things Season 4
- Ant-Man and the Wasp: Quantumania
- Percy Jackson and the Olympians

Intern Motion Capture Editor   **St. Catharines, Ontario**
Morro Motion   *May – June 2018*

- Cleaned up motion capture animations using editing software (Vicon Blade)
- Participated in recording motion capture animation

Projects

Helicopter Run | JavaScript, HTML, CSS
- Wrote full game logic in **JavaScript**, handling collision detection, scoring, and game state updates
- Implemented helicopter movement mechanics and physics
- Integrated dynamic SVG smoke effects driven by gameplay events