



CONTACT

Location
Gent, Belgium

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LinkedIn
linkedin.com/in/thorquato-peters

Driver's licence
Type B

SKILLS

Real-time & 3D

Unreal Engine
Blueprints & tooling · Materials & shaders · Niagara · Post-process FX · Environments · Lighting & rendering
Blender · Substance Painter

Live & Interactive

Audio pipelines & real-time audio analysis
MIDI · OSC
Projection & LED workflows
TouchDesigner · Resolume (working knowledge)

Production & Design

Photoshop · Premiere Pro · Perforce

Leadership & Business

Project management · Fundraising
Pitching · Intern mentoring

LANGUAGES

Dutch	Native
English	Fluent
French	Basic

Available for 50–100% employment

Thorquato Peters

Real-time Visual Artist / Creative Technologist

Interactive 3D visuals · Unreal Engine · AV production · Live entertainment

PROFILE

Real-time visual artist and creative technologist working with interactive 3D visuals for live entertainment. With a background in visual arts, electronic music and real-time technology, I create audiovisual experiences that bring these disciplines together. I work across the full production process, from concept and content development to live AV production.

EXPERIENCE

StageVFX — Co-founder / Real-Time Visual Artist 2024 – Present

Creative technology startup developing interactive 3D visuals for live events through custom AV productions and our own real-time visual software, StageVFX Live. StageVFX grew out of my internship at Flanders Game Hub, where I developed the project further and took ownership of it as a startup.

- Working directly with clients to translate creative ideas and technical requirements into production-ready solutions for AV shows.
- Collaborating across creative and technical disciplines, bridging visual design, software development and live production.
- Managing projects from the initial concept phase through development to on-site execution.
- Overseeing the software development of StageVFX Live.

SELECTED PROJECTS

Pukkelpop (E-rena) 2025

KRTM & Brent Vanneste
Interactive show visuals · Concept development, Unreal Engine, live operation

Reinier Zonneveld 8H Extended — Olympic Stadium, Antwerp 2026

In collaboration with VNVND collective
Interactive 3D content for an 8-hour VJ performance

Unwrap Festival 2024 – 2026

Klakmatrak, TsarB, Black Sun Empire, Roomdivider, Decision
Interactive show visuals & technical experimentation · Audio analysis, MIDI, OSC, motion tracking

Sister May — Album release show 2026

Visual storytelling of a new album · Concept development, Unreal Engine, live operation

STAGEVFX LIVE

In-development software platform providing an accessible interface for creating and controlling interactive 3D visuals powered by Unreal Engine.

- Designing the wireframe and workflow of the software from the ground up, taking inspiration from music and AV software.
- Coordinating the development pipeline and collaborating directly with software developers.
- Testing, bug reporting and coordinating user playtest sessions.

EDUCATION

Howest — Digital Arts and Entertainment 2020 – 2024

Game Graphics Production · Professional Bachelor · Magna Cum Laude

Skills learned: Preproduction, 3D modeling, PBR pipeline, Environment building, Node-based workflows

Group project (animation film) selected for the international Unreal Engine Student Showcase 2024.