



Anaheim CA
(510) 510-5239
Patrick@pc-3d.com

Skills summary

- Experienced Character TD with a passion for tools development
- Adept trouble-shooter who enjoys a challenge
- Creative and enthusiastic educator

Technical Skills

- Python applications
- Pipeline solutions
- Extending 3ds Max and Maya
- Asset tracking and management
- Automation

Employment

2013-present Blizzard Entertainment Irvine, CA

Sr. Technical Artist

- Developed dozens of Python tools for **Heroes of the Storm**
- Re-built and took on support of multiple C# tools from engineering
- Extended 3ds Max functionality for artists

2009-2013 Trion Worlds San Diego, CA

Sr. Technical Artist

- Provided all character and animal rigging for **Defiance**
- Responsible for maintenance of all animated game assets
- Extended Maya functionality for artists

2010-2013 The Art Institute of California San Diego, CA

Scripting Instructor

- Showed students how to add new complex functionality to Maya
- Demonstrated tools and updated them live to show how code works
- Aided students in the design and creation of their own tools

2007-2009 De Anza College Cupertino, CA

Rigging Instructor

- Created detailed lessons and posted them online
- Provided digital assets and scripts for use in projects
- Gave lectures to industry professionals on relevant topics

2005-2009 Electronic Arts Redwood City , CA

Technical Artist

- Created Animation tools for **The Sims 3**
- Technical artist on **The Godfather – The Game**
- All Vehicle rigging on **James Bond – From Russia With Love**

2004-2005 Z3Com Santa Clara, CA

Model and Texture Artist

- Provided low-poly models and textures for a web environment
- Developed an efficient pipeline to produce consistent results
- Designed and provided art for multiple web pages for a variety of clients

2004 Palma VFX San Francisco, CA

Freelance Animator

- Motion capture clean-up on **Lord of the Rings – The Third Age**
- Lip-sync on **Lord of the Rings – The Third Age**
- Character animation on **The Sims - Urbz**

Education

The Art Institute of California, San Francisco
Bachelor of Science, Media Arts and Animation
Graduate with honors – 3.8 GPA