

8550 Sunrise Ave. San Diego, CA 91941 510.292.5239 Patrick@PC-3D.com http://www.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**

Animation tools Pipeline solutions MEL scripts Character rigging Python applications Automation

### **EDUCATION**

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

# **SHIPPED TITLES**

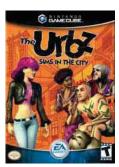












## **RELEVANT WORK HISTORY**

**Sr. Technical Artist** Trion Worlds San Diego, CA 10/09-Present

- Provide all character, prop and animal rigging on **Defiance**
- Maintain all animated game assets and dependencies
- Extend Maya functionality for artists in all departments

**Scripting Instructor** The Art Institute of California San Diego, CA 2010-Present

- Show students how to make Maya work for them
- Demonstrate tools and update them live to show how code works
- Aid students in the design and creation of their own tools

**Rigging Instructor** De Anza College Cupertino, CA 2007-2009

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

**Technical Artist** Electronic Arts Redwood City, CA 3/05-10/09

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

Model/Texture Artist Z3Com Santa Clara, CA 11/04-2/05

- Low-poly modeling and texturing 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

Freelance Animator Palma, VFX San Francisco, CA 6/04-08/04

- 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