



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**
-