



Patrick Cavender  
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## Skills summary

- Team building lead, with years of experience
- Senior Technical Artist 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

2018-2024      Blizzard Entertainment      Irvine, CA

### Lead Pipeline Technical Artist

- Built a team of Pipeline Technical Artists for “Diablo IV”
- Trained Technical Artists how to make tools
- Maintained a stable art pipeline and tool delivery system

2013-2018      Blizzard Entertainment      Irvine, CA

### Senior 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

### Senior 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