PATRICK SWITZER

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OBJECTIVE:
To join a high-standard team driven by the goal of creating the highest possible quality renders that tells incredible stories.

SKILLS:
-Dedicated worker always seeking to go the extra mile to surpass the expectations of the project, and my own, while delivering under a tight schedule.
-Very strong understanding of facial muscles, F.A.C.S., creating facial blend shapes, combination systems and facial animation.
-Strong communicator/collaborator able to keep the broader goals of the project in mind when making key decisions that might affect other departments.
-Strong ability to organize/create conventions and seek more efficiency across the entire pipeline.
-Natural ability to teach and when needed bring others up to speed quickly and effectively.
-Experienced at managing asset artists and facial animators, doing reviews/approvals.
-Technically minded artist with clean work habits and proper edge flow for deformation.
-Able work independently, self-motivate and technical troubleshoot.

EXPERIENCE:

APRIL 2007 – PRESENT	**Pendulum Studios - Senior/Lead Character Artist** Created models, textures and facial blend shapes for a variety of both high poly and low poly cinematic projects and promotions.

PROJECTS:
-Eidos' Tomb Raider 8
Modeling, texturing on renders for promotional posters/magazine covers.
-SEGA's Golden Axe:Beast Rider
Modeling, texturing, face shapes for high quality pre-rendered cut-scenes.
-SEGA's Ironman 2
Modeling, texturing, face shapes, facial animation for high resolution pre-rendered trailer.
-Volition's Red Faction: Guerrilla
Modeling, texturing, face shapes for pre-rendered cinematics.
-Activision's Singularity
Face shapes for pre-rendered cinematics rendered from game engine.
-Volition's Red Faction: Armagedon
Modeling, texturing, face shapes, facial animation for pre-rendered cinematics.

-Disney Interactive's TRON: Evolution
Face shapes, facial animation for pre-rendered cinematics rendered from game engine.
-SEGA's Thor: God of Thunder
Modeling, texturing, face shapes for high quality pre-rendered trailer.
-SEGA's Captain America: Super Soldier
Modeling, texturing, face shapes for high quality pre-rendered trailer.

SEPT 2006 – MAR 2007	**Lost Boys Studios - 3D Digital Artist** Modeled early 20th century London for Disney's Peter Pan Platinum DVD project. Design and modeling of city 'blocks' and non-hero bridges. Shading work on city blocks and city layout.

EDUCATION:

JAN 2006 – DEC 2006	**Lost Boys Learning | 3D Animation & Visual Effects Diploma** Completed post-secondary diploma through digital visual FX program.
SEPT 2003 – JAN 2004	**North Island College | Fine Arts Program** Attended full time first year courses in drawing, painting, 3D sculpture, color theory, and graphic design.

SOFTWARE:

Maya, ZBrush, Photoshop, After Effects, Mental Ray, Mud Box

ACHIEVEMENTS:

2006 -	Blizzard Entertainment Art Contest | Honorable mention for cinematic category submission, 'Fires of Chaos'.
2003 -	Loriana Milanovich Memorial | Art Award Received all round upper school senior annual top art award.
2002, 2003-	Teacher's Association Art Award | 1st Place Two years running top art award for district competition.

References available upon request