

Andrew Patterson

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Objective

Acquire a professional position as a 3D artist to create high quality and visually appealing images that meet the needs for CGI production

Work Experience

Sept 2015 - Aug 2016 | Toronto, ON

Arc Productions // CG Lighter/Compositor

- Worked on Rusty Rivets coming to Nick Jr.
- Engaged on Max Steel: Team Turbo (Season 4)
- Gained experience with Arnold renderer
- Learned new techniques with Fusion and Nuke

Aug 2014 - April 2015 | Toronto, ON

Awesometown // CG Lighter/Compositor

- First CGI/3D stereo movie production with a small team
- Worked with Linear Colour space for realistic lighting
- Made a 3D matte setup in Fusion 7

Oct 2013 - April 2014 | Hamilton, ON

Pipeline Studios // Technical Director

- Used Maya and Composite on the TV show "OH NO! it's an alien invasion"
- Helped with Lighting and animation tweaks nearing the end of production
- Learn the software Toonboom quickly to help along with the effects
- Kept organized with a spreadsheet to ensure all retakes were delivered on time and completed

Software Knowledge

Windows/ Mac OS

ToonBoom Harmony

Autodesk Maya

Autodesk Mudbox

Autodesk Composite

After Effects CS6/CC

Photoshop CS6/CC

Premiere Pro CS6/CC

The Foundry - Nuke

Black Magic Fusion 7

Education

Sept 2009 - April 2013 | Oakville, ON

Sheridan College // Art and Animation

- Computer Animation Course (One Year)
- Diploma: Visual and Creative Arts [VCA] (Three Years)
- VCA Book Prize for 2D Concept & Design
- Illustrated frames for music video "Faster" for DaniXo