



Andrew Patterson

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Objective

Highly skilled 3D artist with over 10 years of experience seeking a senior 3D artist position to leverage my expertise in delivering high-quality results and creating visually stunning images for CGI production.

Work Experience

Pipeline Studios

Senior Lighting and Compositor

June 2024 - May 2026

- Worked on Season 2-6 of "Dora the Explorer" on Paramount+.
- Assisted with key shots and set up compositing templates for artists.
- Efficiently utilized internal tools to complete tasks on schedule.
- Completed shots promptly with minimal revisions
- Lighting with Maya and Arnold.

Guru Studios

Senior Lighter and Compositor

Aug 2023 - Mar 2024

- Worked on the HBO CG-animated "Charlotte's Web".
- Made sure the lighting continuity matched between shots.
- Lighting with Maya and Redshift.
- Compositing with Nuke.

SnowBall Studios Ltd.

Acting Supervisor/Lead Lighter and Compositor

Jan 2023 - Aug 2023

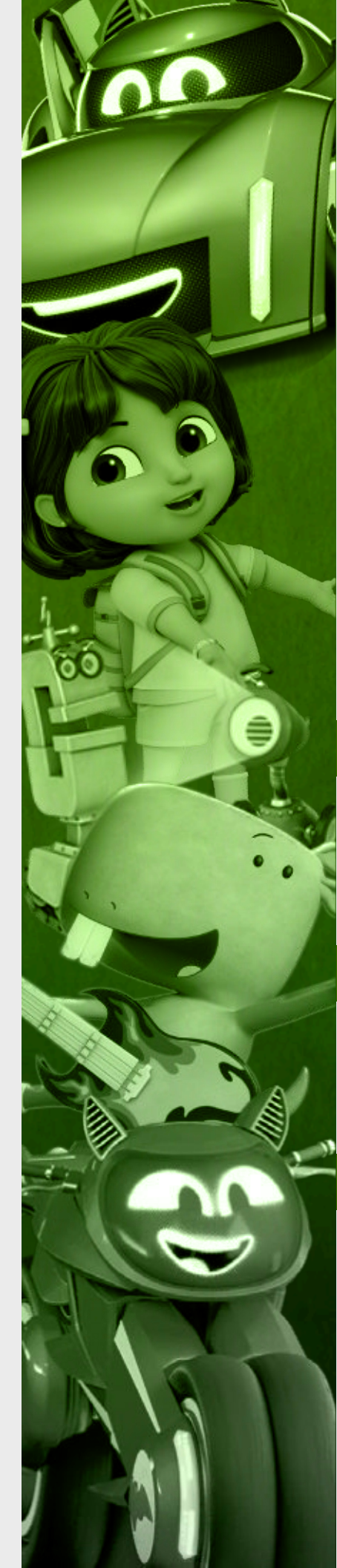
- Worked on Season 2 of DC "Batwheels".
- Started as a Senior Artist and quickly transitioned to a Lead role based on demonstrated expertise.
- Maintain a strong focus on visual consistency and overall project objectives.
- Lighting with Maya and Vray.
- Compositing with Nuke.

Pipeline Studios

Lighting and Compositor Supervisor

Aug 2022 - Jan 2023

- Worked on the CG reboot of "Dora the Explorer" on Paramount+.
- Created the master light rig to be used for the season.
- Set up comp templates for artists.
- Provided guidance and mentorship to junior lighting artists.
- Utilized internal tools to effectively manage shots for artists and facilitate smooth studio operations.
- Lighting with Maya and Arnold.
- Compositing with Fusion.



SnowBall Studios Ltd.

Lead Lighter and Compositor

Mar 2020 - Aug 2022

- Successfully contributed to projects such as Netflix "Alien TV", Disney "Muppet Babies", HBO "Naked Mole Rats", & DC "Batwheels".
- Progressed from a Lighting and Compositing Artist to a Lead role based on proven artistic skills and dedication.
- Provided leadership to the lighting and compositing team.
- Created key shots for other artist to propagate from.
- Executed rotoscoping techniques and created clean plates.
- Lighting with Maya, using Arnold and Vray.
- Compositing with Fusion and Nuke.

Jam Filled

CG Lighter and Compositor

Aug 2016 - Feb 2020

- Worked on 3 seasons of Nick Jr "Rusty Rivets".
- Helped with many parent shots to be used on child shots.
- Handled one-off shots with no issues.
- Worked with Particles to achieve desired look for the composition.
- Created 3D projections & treatments in comp to help with various tasks to speed up production without re-rendering everything.
- Lighting with Maya using Arnold.
- Compositing done with Fusion.

Personal Skills

- Quickly adapt to new technologies and applications
- Proactive problem-solving abilities
- Proficient in lighting and compositing techniques
- Strong time management skills
- Detail-oriented with a keen eye for visual aesthetics

Software Knowledge

- | | | | |
|----------|-----------------|-------------|------------|
| ■ Maya | ■ Fusion | ■ Ftrack | ■ Affinity |
| ■ Arnold | ■ Premiere Pro | ■ Deadline | ■ Krita |
| ■ Vray | ■ After Effects | ■ Blender | ■ ToonBoom |
| ■ Nuke | ■ Shotgrid | ■ Photoshop | |

Education

Sheridan College

Sept 2009 - April 2013

- 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