

# John Patrick

## Character & Pipeline Technical Director

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## Work Experience

### ***Pipeline TD* | Sony Pictures Imageworks: “The Smurfs” | Culver City, CA**

**Jul 2010 - Present**

- Developed a Python unittest-like framework for automatically testing and fixing Maya scenes; Wrote a suite of tests for correcting various issues throughout the show
- Developed camera swapping and scene graph tools utilizing Maya Python API functionality
- Created custom in-shot rigs for specific shot needs
- Supported a team of up to 80 animators by fixing scene issues, cue errors, debugging tools, etc.

### ***Pipeline TD* | Luma Pictures: “Thor” | Los Angeles, CA**

**Jun 2010 - Jul 2010**

- Began integration of 3dsMax into an existing Maya Pipeline
- Developed PyQt interface for keeping FumeFX caches updated

### ***Character TD* | Gnomon Studios | Los Angeles, CA**

**Sept 2009 - May 2010**

- Rigged numerous bodies and faces of pre-visualization characters for upcoming film *Green Lantern*
- Created body rigs and developing animation pipeline for upcoming short film *Plus Minus*
- Developed a suite of custom MEL and Python tools, including a full biped auto-rigging tool

### ***Associate, Systems and Process Assurance* | PricewaterhouseCoopers | Atlanta, GA**

**Jul 2007 - Aug 2008**

- Audited complex IT and financial reporting processes and interviewed managers and directors at client sites
- Developed methods to test business process and application controls in order to gain comfort over financial statements

## Education

### ***High-End CG Certificate Program* | Gnomon School of Visual Effects**

**Sept 2008 – Jun 2010**

- Awarded “Best of Term” for Character Creation in Fall 2009
- Awarded Sony IPAX \$10,000 Scholarship
- Interned at Gnomon Studios for two terms; was hired to continue a third term as Lead Character TD

### ***B.B.A., Banking and Finance* | University of Georgia, Honors Program**

**Aug 2003 - May 2007**

- 3.9 GPA; graduated magna cum laude, with honors
- University of Georgia Charter Scholarship recipient; Hope Scholarship recipient

## Skills

- Software: Maya, ZBrush, Mudbox, Photoshop, Nuke, After Effects, Boujou; familiarity with 3dsMax, Massive, Houdini
- Scripting: Python, MEL, PyMEL, PyQt, OpenMaya
- OS: Windows/OS X/Linux

**References provided upon request**