

Pat Carver
Animator / Graphic Designer

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Objective

A position as an animator, compositor or lighting artist at an animation, visual effects or game studio. I want to work in a fun, hardworking environment that will continually challenge my technical and artistic skills.

Technical Qualifications

Advanced Skills In:	Intermediate Skills In:	Basic Skills In:
<ul style="list-style-type: none">• Maya• Photoshop• After Effects• Flash• Sony Vegas• Adobe Premiere• Unity3D Engine• Sencha Animator• Final Cut Pro	<ul style="list-style-type: none">• 3D Studio Max• Illustrator• Matchmover Pro• Motion Builder• AutoCad• Unreal2 Engine	<ul style="list-style-type: none">• MEL• Actionscripting• C++

Skills

3D Animation (Keyframe and Motion Capture), Rigging, Texture and Lighting, Modeling, Digital Painting, Compositing, Effects (particle simulations), Video Editing, Fine Arts (Drawing, Painting, Sculpting, 2D Animation, CSS/Canvas Animation)

Shipped Titles

Mo' Monsters (*iOS, 2012*)
Toby the Giraffe (*iOS, 2012*)
Sky Legends (*Web based Unity3D title, unreleased, 2011*)
National Geographic Animal Jam (*Web, 2010 – current*)
Snoopy Flying Ace (*Console, 2010*)
Links LS 2001 (*PC, 2001*)
Links LS Classic (*PC, 2001*)
Liniks LS 2000 (*PC, 1999*)

Employment

Rumpus Inc – San Francisco, CA
Animator / Rigger

Nov '11- Current

- Create 2D CSS animations for mobile games
- Create user experience prototype animations for engineers.
- Create all cinematic and game trailers.
- Create ads for Facebook, Pandora, etc.

Smart Bomb Interactive – Salt Lake City, UT

Sept '08- Nov '11

Animator / Rigger

- Create animations for game motions and cinematics.
- Set up character and object control rigs.
- Occasionally work on promotional animation and rendering.

Tonyburgers – Salt Lake City, UT

June '09 - Current

Graphic Designer

- Design promotional material artwork and build/manage website.
- Managed online social networking profiles.

Ex'pression College for Digital Arts – Emeryville, CA

2007- 2008

Lab Assistant, Animation 1

- Helped teacher facilitate lab by assisting students with class assignments and other class objectives.
- Helped maintain a productive classroom environment.

2003 – 2005

Carver Homes Inc - Bountiful, UT

Custom Home Contractor

- Built interior custom homes in 3D using Maya.

Zekestudios Inc - Salt Lake City, UT

2001 - 2003

Web Designer, Graphic Artist

- Designed and built websites for clients using Flash and Photoshop.

2000 - 2001

Trugolf Inc - Centerville, UT

Image Processing and Level Design

- Using digital photos, I extracted trees, plants, rocks, etc from their native backgrounds using Photoshop, making them usable in the golf course creation process using the *Links* golf game engine.
- Designed several course levels using the engine's course builder.

Microsoft Games Division – Salt Lake City, UT

1998 - 2000

Image Processing

- Using digital photos, I extracted trees, plants, rocks, etc from their native backgrounds using Photoshop, making them usable in the golf course creation process using the *Links* golf game engine.

Access Software Inc. – Salt Lake City, UT

1998 - 2000

Beta Testing, Image Processing

- Beta Tested games titled "Links Extreme" and "Links LS 1999 Edition" . Also trained in image processing.

Education

Ex'pression College for Digital Arts – Emeryville, CA

2005 – 2008

- B.A.S. Animation and Visual Effects (*Class Valedictorian*)

References available upon request