

Gibney D. Patterson

Modeling, Texturing and Lighting – Port Chester, NY

www.gibpatterson.com

gib.patterson@gmail.com

Cell (646) 872-2073

Employment Experience

Design, 3D PreViz	Rob Designs	Athens, Greece/ New York NY	August 2014 – December 2014
	Design and pre-visualization work for the opening ceremony of an upcoming sporting event. Included short deadline beauty shots using Maya. Also included modeling in Maya for preliminary submission to bidders for construction.		
Staff 3D Artist	Quietman	New York NY	August 2012 – August 2014
	3D generalist focusing on modeling, texturing, rigging, lighting and animation. Creating commercials and advertising elements for companies such as Pepsi, V Tech, Charles Schwab, Tyco, and Gillette. Also supervised the in-house 3D printing activities using a Makerbot – Replicator, PLA printer and a Form 1 light activated liquid resin printer.		
Design, and 3D realization	John Mattuzzi	New York, NY	March - April 2012
	Design and realization of a 3D Sci-Fi office in live action short film. Including rendering and compositing (Nuke). Built in Maya rendered with Mental Ray. The film, “The Compositor”, was a finalist for a student Academy Award in 2013.		
Modeling and Texturing	Jose Carlos Casado Studio	New York, NY	October 2011 - July, 2013
	Detailed textures for a commercial airline model as well as some model correction and UV mapping. Pre-viz mock ups and HD renders for installation sculpture pieces in Shanghai at the Hayes Swatch Art Peace Hotel		
Painter / Artisan	DCM Fabrications	Brooklyn, NY	August 2005 – August 2009
	Numerous window environments for Calvin Klein and Henri Bendel, as well as fabrication work for sculptors, museums, and private companies.		

Education

- Master of Fine Arts in computer arts from The School of Visual Arts, 2011
- B.F.A. 2005, Conservatory of Theatre Arts and Film, Design/Technology, Purchase College SUNY, with a focus in Scenic Design.

Training and Skills

- Experienced with Maya, Photoshop, Nuke, Z-Brush, Real Flow, After Effects, and PF Track
- Familiar with both V-Ray and Mental Ray lighting and rendering engines.
- Experienced working with 3D printers, both production and maintenance, PLA and resin.
- Fully trained theatrical set designer, with requisite model building and rendering skills.
- Extensive professional artistic experience with: molding and casting, scenic painting and sculpting, conceptual design sketch work, model building, and most other related fields.

Honors - Both for graduate thesis film: Static Aeons

- 1st place short film at the HP Lovecraft Film Festival 2011, San Pedro, CA. Judged by Guillermo del Toro
- MetroCAF 2011, Winner, New York, NY.

References

- Carey Gattyan (Partner/Executive Producer, Quietman) – (212) 921-4444
- Rob Bissinger (Scenic Designer/Owner of Rob Designs) – (914) 661-4758
- David Muller (Owner of DCM Fabrications) - (718) 625-7900