

Patrick King

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Objective

To gain employment in the world of entertainment using the training I received at Full Sail University. Specializing in Rigging and Pipeline Tool Design and Production. Also using the skills and techniques I acquired as a CNC Technician giving me the technical skills to fix most day to day technical issues both in and out of CG Software and Tools.

Experience

TD\Software Developer, 3DEXCITE(formerly RTT)

Sept 2012 – Present

TD on the AppDev team, we were responsible for Designing, Developing, Maintaining, and supporting our custom proprietary pipeline "Ark". I was personally responsible for maintaining and supporting the ArkMaya and other Maya ends of the pipeline. I was also tasked with support of the studio solving any and all problems that rise in production, including project specific tools, bug fixes and new features requests for Ark.

Lead TD, Maxsar Studios

Aug 2010 – Apr 2011

Started as a junior employee after a couple months on the job I was promoted to the Lead TD and was given a supervisory position over a single programmer. Are Duties included but where not limited to... Day to day technical issues, Maintaining Render Farm, Setup and Maintained the Asset Management Software (Tactic), Designed and Produced Pipeline Tools, and many more...

CNC Service Tech, KC Sales

Jun 2007 – Mar 2008

Provided Technical Service to Selca brand CNC Machines as well as providing Training to numerous Machine shop employee's across many different company's providing the correct training for there manufacturing needs. Also provided shipments of parts to customers after discovering there needs over the phone.

Education

Full Sail University

2008-2009

Graduated with a Bachelors degree of Computer Science of Computer Animation

Skills

Trained in several CG packages including but not limited to Maya, Nuke, Rush, Tactic, Photoshop, After Effects, Motion Builder, SynthEyes and many other packages.

Trained to trouble shoot technical issues both in and outside of CG software making me able to keep artists working instead of dealing with computer issues.

Skilled at finding Simple solutions to complex problems to quickly and efficiently meet challenges and keep work moving forward.

Skills to communicate with both artists and programmers relaying idea's across the isle to make sure all tools work as intended and in a manner that is easy to understand and use without the need for extra training for every tool released throughout the shop.