

Patricio Fernandez

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Experienced media professional proficient in CG production, real time graphics, Pipeline development, VFX, live action cinematography, and game development techniques and technologies. Detail oriented, dedicated, creative, self-directed, and a skilled problem solver. Versed in all major production tools including Maya, Unreal, Unity, Nuke, and Flame, among others, and scripting languages such as MEL and Python.

COMMERCIAL RESUME

- Fur TD/ Fur Pipeline Dev, Bimbo Bread Bear, Janimation Studios, Dallas, TX: 2018
- Comp. VFX/ CG Generalist, Foster Farms "Heist", Method Studios, Santa Monica, CA: 2013
- Comp/paint, Foster Farms "Interview", Method Studios, Santa Monica, CA: 2013
- Comp. VFX, Got Milk "Flight", Method Studios, Santa Monica, CA: 2013
- Comp. VFX/ CG Generalist, Kia Forte "Driving", Method Studios, Santa Monica, CA: 2013
- Comp. VFX, Kia Forte "Hotbots", Method Studios, Santa Monica, CA: 2013
- Comp. VFX, Canon "Inspired", Method Studios, Santa Monica, CA: 2013
- Comp. VFX, Kia Optima Blake Griffin "1995- Free Throws", Method Studios, Santa Monica, CA: 2012
- Comp/paint, Sodastream "The Sodastream Effect", Method Studios, Santa Monica, CA: 2012
- Comp. VFX/ CG Generalist, Kia Soul "Bringing Down the House", Method Studios, Santa Monica, CA: 2012
- Comp. VFX, California Cheese, "Girlfriends", Method Studios, Santa Monica, CA: 2012
- Comp. VFX, California Cheese, "Friends", Method Studios, Santa Monica, CA: 2012
- Comp. VFX/ CG Generalist, Halo 4 "The Commissioning", Method Studios, Santa Monica, CA: 2012
- Comp. VFX/ CG Generalist, DirectTV Troll, Method Studios, Santa Monica, CA: 2012 Comp/
- Comp. VFX/ CG Generalist, Kia "Sandman", Method Studios, Santa Monica, CA: 2012 Comp/
- Comp. VFX/ CG Generalist, Verizon Droid Razr, Method Studios, Santa Monica, CA: 2011 Comp/
- Comp. VFX/ CG Generalist, Verizon Droid Bionic "Arena", Method Studios, Santa Monica, CA: 2011
- Comp. VFX, Matte painter, AARP "Blown Away", Method Studios, Santa Monica, CA: 2011
- Comp. VFX, Trident "Vitality", Method Studios, Santa Monica, CA: 2011
- Matchmover, rotoscoping, Cadillac "Arrows", Method Studios, Santa Monica, CA: 2010
- Comp./ Mograph/ CG Generalist, Chevy Silverado, Laundry, Los Angeles, CA: 2010
- Rotoscoping, Lexus "Out There", Method Studios, Santa Monica, CA: 2010
- Layout Artist/ CG Generalist, Clearasil City, Eight VFX, Santa Monica, CA: 2010
- VFX Supervisor/Matchmover/Compositor, SAP Streamworks, Eight VFX, Santa Monica, 2010
- VFX/ CG Generalist, Sprint Anthem, Eight VFX, Santa Monica, CA: 2010
- CG Generalist, Svedka Vodka, Eight VFX, Santa Monica, CA: 2010
- Inferno Artist, Toyota "Meet the parents", Butcher, Santa Monica, CA: 2010
- Matchmover/Animator, Clearasil Day & Night, Eight VFX, Santa Monica, CA: 2010
- Matchmover/Animator, Sprint Cinema campaign, Eight VFX, Santa Monica, CA: 2009
- On-set supervisor/Matchmover, Svedka Vodka, Eight VFX, Santa Monica, CA: 2009
- Matchmover/Animator, T-Mobile myTouch campaign, Eight VFX, Santa Monica, CA: 2009

- Digital makeup artist, Cindy Crawford Home Collection, Minerva Media Group, El Segundo, CA: 2009
- VFX/ CG Generalist, Aflac “Who Dunn it”, Asylum VFX, Santa Monica, CA: 2009
- Co-Creative/ Co- Director/ Editor, Cordoba State Tourism Office “Summer 2000”, Cordoba, Argentina: 1999- 2000

FILM RESUME

- Comp/CG Generalist, Voice in The Stone, Splice, Minneapolis, MN: 2015
- Comp/VFX, Strangers, Splice, Minneapolis, MN: 2014
- Comp/paint, In The Blood, Method Studios, Santa Monica, CA: 2013
- VFX Comp/CG Generalist, Percy Jackson: Sea of Monsters, Method Studios, Santa Monica, CA: 2013
- Texture artist, Riddick, Method Studios, Santa Monica, CA: 2013
- Comp/CG Generalist, Iron Man 3, Method Studios, Santa Monica, CA: 2013
- Comp/CG Generalist, Beautiful Creatures, Method Studios, Santa Monica, CA: 2012
- Comp/ paint, Argo, Method Studios, Santa Monica, CA: 2012
- Comp/paint, Oz: The Great and Powerful, Method Studios, Santa Monica, CA: 2012
- Comp./ CG Generalist, Cloud Atlas, Method Studios, Santa Monica, CA: 2012
- Comp./ Character/CG Generalist, What to Expect When you are Expecting, Method Studios, Santa Monica, CA: 2012
- VFX Comp./ CG Generalist, Wrath of the Titans, Method Studios, Santa Monica, CA: 2011
- Matte painter, New Year’s Eve, Method Studios, Santa Monica, CA: 2011
- VFX Comp., Captain America: The First Avenger, Method Studios, Santa Monica, CA: 2011
- Comp./ CG Generalist, This means War, Method Studios, Santa Monica, CA: 2011
- Rotoscoping, Premium Rush, Logan, Marina del Rey, CA: 2011
- VFX Comp., The Rite, Method Studios, Santa Monica, CA: 2010
- VFX Comp., Gulliver’s Travels, Method Studios, Santa Monica, CA: 2010
- Flame/Flare Artist, Skyline, Hydraulx, Santa Monica, CA: 2010
- Flame/Flare Artist, Gulliver’s Travels, Hydraulx, Santa Monica, CA: 2010
- VFX Comp./ CG Generalist, Knight & Day, Eight VFX, Santa Monica, CA: 2010
- Matchmover/Animator, Battle LA, Luma Pictures, Venice, CA: 2010
- 3D Stereo/VFX Compositing, G-Force, In-Three Inc., Westlake Village, CA: 2009
- VFX Comp./ CG Generalist, Terminator Salvation, Asylum VFX, Santa Monica, CA: 2008- 2009
- Matchmover/ Digital Makeup, Tyler Perry’s Madea Goes to Jail, 2G Digital, Culver City, CA: 2008
- VFX Comp., Feast 3, GlowGun Post Production Bunker, Glendale, CA: 2008
- Assistant Editor, Los Dias de la Vida, EAS Cinematografica, Cordoba, Argentina: 2000
- Editor/ Production Designer, Cups , Cordoba, Argentina: 1999

BROADCAST RESUME

- VFX Comp/CG Generalist, Legends & Lies (Season 2), Fox News Channel, Minneapolis, MN: 2016
- VFX Comp/CG Generalist, In An Instant (Season 2), ABC, Minneapolis, MN: 2015-16
- VFX Supervisor/Art Director/ VFX/CG, True Monsters, History Channel, Minneapolis, MN: 2014/15
- VFX Supervisor/Art Director/ VFX/CG, In An Instant (Season 1), ABC, Minneapolis, MN: 2014-15
- VFX Comp./CG Generalist, Legends & Lies, Fox News Channel, Minneapolis, MN: 2014

- VFX Supervisor/Art Director/ VFX/CG, America Unearthed, History Channel, Minneapolis, MN: 2014
- Composer, World Poker Tour series, Discovery Channel, Miami, FL: 2004

Professional History prior to 2004 available upon request.

EDUCATIONAL RESUME

- Instructor VFX and Media Arts & Animation, Art Institute of California-Inland Empire, San Bernardino, CA: 2010
- Thesis Chair and Instructor M.F.A. in Computer Animation, Miami International University of Art and Design Online, Miami, FL
- Lead Instructor VFX, Motion Graphics, and Media Arts & Animation, Art Institutes International Minnesota, Minneapolis, MN: 2004- 2008
- Instructor Game Art & Design/ Media Arts & Animation, Art Institute of Pittsburgh Online Division, Pittsburgh, OH: 2003- Present

ONLINE DEVELOPMENT RESUME

- Game Development Subject Matter Expert, NIIT Global Learning Solutions, Pittsburgh, PA: 2017- 2018, 2011-2013, and 2006-2007.
- Animation M.F.A. Consultant/ Subject Matter Expert/ Developer, EDMC/ MIU Online, Minneapolis, MN: 2005-2007.

EDUCATION

- Master of Fine Arts in Computer Animation, Miami International University of Art and Design- Miami, FL, 2003
- Bachelor of Fine Arts in Film, La Metro Film School- Cordoba, Argentina, 1999