

PATRICK PARENTEAU

Montreal, QC • patrickparenteau@hotmail.com

VFX ARTIST

VFX artist with a wide range of expertise in different area of the 3D industry, notable success creating a broad range of 3D digital special effects.

- ♦ Demonstrated creativity, imagination and tenacity to achieve the best visual result.
- ♦ Leadership abilities, able to coordinate with various departments, ahead and after the VFX level while managing, motivating, and leading project teams.
- ♦ Calm under pressure, patient, good listener, good sense of humor.

CORE COMPETENCIES: Design and creation of complex digital visual effects; RnD of VFX recipe to be used as template or reference for the team; Evaluation and breakdown of VFX workload; mentoring of junior members.

Tools: Autodesk Maya (fluids, particles, Ncloth) 3DMax, Thinking Particles, Fume FX, Particle Flow, RealFlow, Combustion, Digital Fusion, Nuke, Photoshop, Dreamweaver, Sony Vegas, Microsoft office.

PROFESSIONAL EXPERIENCE

Mikros Images, Montreal, Québec January 2015 – March 2015
FX Animator (Freelance) Creation of complex VFX simulation with Autodesk Maya particles and fluids

Key contributions:

- Special effects for the upcoming feature, La Peur.

MPC (Moving Picture Company), Montreal, Québec November 2013 – April 2014
FX TD (Freelance) Creation of complex VFX simulation with Autodesk Maya particles and fluids

Key contributions:

- Special effects for the upcoming blockbuster, X-men: Days of future past.

Digital Dimension, Montreal, Quebec August to November 2013
VFX Sequence Lead for the latest Thief video game cinematic.

Key contributions:

- Design and creation of VFX elements using Fume FX to be used as reference for the junior members of the team.
- Supervised a team of up to three people for fluid and cloth simulation.

Oblique FX, Montreal, Quebec 2012 – 2013
VFX simulation animator - Creation of complex pre rendered VFX work with FumeFX and particles.

Key contributions:

- My work was selected by our clients and Oblique to be used in advertisement and trailer for various projects such as the feature film, Louis-Cyr, the TV miniseries Cat.8 and the TV series Being Human season 3.
- Received personal congratulation from the client for my work on Cat.8. and Being Human.

UBISOFT, Montreal, Quebec 2004 – 2012
Senior VFX animator / Lead FX
 Supervision of the VFX team. Evaluation and management of simultaneous projects to be delivered with a tight deadline. Design of complex VFX with fluid and particles. Mentoring and training.

- My work was selected by our client to be the visual reference for the FX team on the movie Final Destination 4.
- Supervised the VFX team on the project Prince of Persia - The two Thrones, winner of the 2006 VFX award in the best pre rendered game cinematic category.
- Successful delivery of VFX work on video game series such as Assassin's Creed, Prince of Persia, *Rainbow Six*, *Splinter Cell* and *Farcry*.

CINEGROUPE, Montreal, Quebec 2001 – 2003
VFX Lead / VFX animator
 Supervision of the VFX team. Evaluation and breakdown of the VFX required for a feature film on tight budget.

- Supervised the VFX team for the feature film P3K: Pinocchio 3000.
- Design and creation of multiple VFX sequences selected for the movie trailer.

MAINFRAME ENTERTAINMENT, Vancouver, British-Colombia 1998 – 2001
VFX Supervisor / VFX animator / 3D animator
 VFX supervisor - Evaluation and breakdown of the VFX workload. Design and creation of particle simulations for multiple TV show with a tight deadline.

- VFX work selected for the TV show introduction sequence, trailers and advertisement
- Successful delivery of VFX work for film and TV series such as Barbie in the Nutcracker, Reboot, Heavy gear, Max Steel, Action Man, Beast Machines: Transformers.

EDUCATION AND QUALIFICATIONS

Université du Québec à Chicoutimi (NAD- UQAC)

Master of Art with a profile in 3D animation (in progress)	2016
Intensive training with Touch Designer	2015
Intensive training with Autodesk Maya	2015

Campus Ubisoft Montréal

Training for Particle flow, FumeFX, Afterburn with Alan McKay.	2007
Training in management of performance and personal skills.	2005
Training in mobilizing leadership through coaching.	

Vancouver Film School (VFS) - Sculpture for animators with Jonathan Paine 1999
National center of Animation and Design (NAD) - Certificate in 3D animation 1995
University of Montreal - Student in design industriel 1993 à 1994
Cegep du Vieux-Montreal - Professional diploma (DEP) in industrial design 1990 à 1993

Thank you for your time. If you require any further information please feel free to contact me.
 Sincerely,

Patrick Parenteau
www.patrickparenteau.com