

# Patrick Partido

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www.parti-doodle.com

I aim to create sensitive, energetic animation for film, TV, and Videogames.

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## Education

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(2012-2017): Laguna College of Art and Design: Laguna Beach, CA

BFA in Character Animation and Traditional Media

## Skills and Abilities

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- Mastery of traditional animation
- Unique sense of acting potential within animation
- Proficient storytelling through storyboarding, composition
- Pipeline experience: Storyboards, Layout, Animation, and Reel Editing
- Understanding of operating through tight scheduling from a pipeline
- Thorough experience in Maya (animation, rigging, modeling, Arnold rendering)
- Proficient use of editing and timing in Premiere
- Proficient in balancing sound within Audacity/ Audition/ Premiere
- Basic operating in 3DS Max (rigging and animation)
- Basic Operating in Unity (3D rigging, 3D animation)
- Use of these skills to port animated characters from Maya into unity

## References

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Dave Pruiksma  
Animator  
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Kelly Foulk  
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