

PATRICK O'BRIEN

An experienced creative and technical leader with a passion for solving challenges.

EXPERIENCE

• LEAD LIGHTER

SONY PLAYSTATION | 2021 – 2023

- Lead projects for 1st party studios providing lighting and technical solutions.
- Provided environment and cinematic lighting for 1st party studios such as Naughty Dog on The Last of Us Series and unannounced titles.
- Defined documentation and trained incoming artists.
- Exposure to Unreal 5 and several proprietary game engines.

• CG SUPERVISOR

BOULDER MEDIA | 2020 – 2021

- Partnered with VFX Supervisor and Directors to define a creative and technical approach for the show.
- Worked with Dept. Supervisors to define and implement workflows and technology / tools.
- Identify and resolve inefficiencies and technical problems in the studio's first feature film pipeline and toolset.
- Helped define a render model and budget for the show that reduced render costs by 18%.
- Provided look development for assets.

• HEAD OF LIGHTING

MAGIC HILL | 2018 – 2020

- Developed an inexperienced department, both creatively and technically, leading to a 20% efficiency gain.
- Established the Lighting, Shading, Compositing and Rendering procedures and workflows for the studio.
- Supervised the lighting teams to make sure production goals and artistic vision were achieved.

• WORKFLOW AND ASSET LEAD

NOVA | 2016 – 2017

- Created photorealistic digital assets to reduce manufacturing costs for clients including Bentley, Louis Vuitton, and Tommy Hilfiger.
- Guided Nova's proprietary ray tracing development with feature cost analysis and rapid prototyping.

EXPERIENCE (continued)

• PROJECT AND DEPARTMENT LEAD

DREAMWORKS | 2008 – 2016

- Streamlined workflows resulting in a 22% reduction in lighting and rendering costs.
- Managed several teams of 10-15 artists that exceeded artistic and budgetary goals by an average +10%.
- Reduced artist training time from 8 to 5 weeks through documentation and training.
- Provided look development for environments and assets.

ACHIEVEMENTS

FEATURE FILM STARTUPS

Assisted studios in successfully releasing their first feature films. Involved in pipeline and creative decision making.

WORKFLOW OPTIMIZATIONS

Helped Dreamworks Animation reduce film budgets by 40 million dollars including asset and workflow standardization.

GPU BASED WATERCOLOR PAINTING

Utilized C++ and GLSL for fluid simulation computations on the GPU. Used the Lattice Boltzmann Equations for fluid modeling.

SKILLS

LIGHTING AND COMPOSITING

(KATANA, ARNOLD, NUKE)

OBJECT ORIENTED PROGRAMMING DESIGN

(C++, Python)

WORKFLOW OPTIMIZATION

DIGITAL ASSET CREATION

(MAYA)

EDUCATION

TEXAS A&M UNIVERSITY

MS in Visualization Sciences | 2008

UNIVERSITY of ST. THOMAS

B.A. in Management Information Systems | 2001

Minor in Mathematics | 2006