

RESUME

Name: Patrick Parenteau
Languages: French and English
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Employment history:

UBISOFT Montreal, Canada

Started in April 2004

Lead FX / Senior FX animator for various projects including feature films such as Predators, Assassin's Creed Lineage, The Final Destination and The Horde. Video game cinematic and trailer for projects including Assassin's Creed, Prince of Persia, Rainbow Six, Splinter Cell, And1 Street ball, Farcry, and Sean White.

My work as a lead VFX included the supervision of a team of up to twelve people. Evaluation, breakdown and management of multiple simultaneous projects to be delivered with a tight deadline. As a senior vfx animator my task is the Design and creation of complex digital special effects including simulation of fluids, particles, dynamics, hair and cloth. Mentoring and training for junior team members.

CINEGROUPE Montreal, Canada

December 2001 to August 2003

VFX Supervisor for the 3D animated feature, P3K: Pinocchio 3000

Evaluation and preproduction of the various FX required for a movie on a tight budget. Supervision, management of the FX team and approval of the special effects. Design and creation of many FX selected for the movie trailer.

MAINFRAME ENTERTAINMENT Vancouver, Canada

June 1998 to December 2001

VFX supervisor and VFX animator for the 3D animated movie series, Reboot: Daemon rising

Evaluation and assignment of the various VFX required for multiple movie episodes. Supervision, management of the FX team and approval of the special effects. Design and creation of many VFX shot selected for trailers.

Senior VFX animator for the 3D animated movie, Barbie in the Nutcracker

Design, creation, compositing and preliminary approbation of the special effects. Supervision and training of the junior team members.

Senior VFX animator for the TV series, Heavy Gears, Max steel, Action man, Beast Machines and War planet

Design, creation and compositing of the special FX for a wide variety projects.

TUBE STUDIOS Montreal, Canada

February 1998 to April 1998

Senior VFX animator for Oceania, a 3D stereoscopic theme park attraction presented at the universal exposition of Lisbon, Portugal

SATELIGHT Sapporo, Japan

June 1997 to July 1997

VFX animator and 3D modeler for the TV commercial series Little Terra

BUZZ IMAGE Montreal, Canada

June 1995 and May 1996

VFX animator for the TV series The real adventures of Jonny Quest.

Awards:

VFX awards 2006 in the best pre rendered game cinematic category for *Prince of Persia, the two thrones*.

Goya awards 2005 best animated feature film and **Cine Barcelona awards 2005** in the best animated film category for the movie P3K : Pinocchio 3000

2 LEO awards in the Best Animated Production category for one episode of *Shadow raider/war planet* and one episode of *Beast machines*.

Silver 1996 Hokkaido Shinbun Advertising Award for the *Little Terra* project.

Software knowledge:

Softimage XSI (3D, particle, cloth and hair simulation), 3DMax, Fume FX, Particle Flow, Afterburn, LPM, RealFlow, Maya ncloth, Real Flow, Combustion, Digital fusion, PFtrack, Photoshop, Dreamweaver, Microsoft office.

Education:

Ubisoft campus	Montreal, Canada
Training in 2d tracking with PFtrack.	1 month training 2009
Training in Matte painting with Benoit Ladouceur.	2 days training 2008
Training in Particle flow, FumeFX, Afterburn with Alan McKay.	2 days training 2007
Training in management of personal skills and production.	2 days training 2005
Training in mobilizing leadership through coaching	3 days training 2005
Discreet Logic	Montreal, Canada
Intensive training on Combustion	1 week training 2001
Mainframe Entertainment (In house training)	Vancouver, Canada
Project management	1 week training 2000
Special FX on Maya with Joe Cruz	3 months course 2000
Vancouver Film School (VFS)	Vancouver, Canada
Sculpture for animator with Jonathan Paine	3 months course 1999
UNIVERSITY OF QUEBEC IN MONTREAL (UQAM)	Montreal, Canada
Intensive training on Alias Power Animator	4 months course 1996
NATIONAL CENTER OF ANIMATION AND DESIGN (NAD)	Montreal, Canada
Computer graphics for movies and television	9 months course 1995
UNIVERSITY OF MONTREAL	Montreal, Canada
Student in Industrial design	1993 to 1994
CEGEP DU VIEUX MONTREAL	Montreal, Canada
Student in Industrial design	1990 to 1993

Thank you for your time. If you require any further information please feel free to contact me.
I look forward to hearing from you.

Yours sincerely,

Patrick Parenteau