



Patrick VanNortwick

CG Generalist | Motion Graphics Designer | VFX Artist

About Me:

I specialize in 3D animation, motion graphics, video editing, and visual effects. I have over 16 years of experience in creating immersive and engaging stories that educate and inspire audiences across various media platforms.

www.patv3d.com

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919.621.4365

Skills:

3D Modeling
Motion Graphics
Video Editing
Lighting/Rendering
Compositing
Match Move
Rotoscoping
Graphic Design
Visual Effects
Animation
Simulation

Software:

Maya
Blender 3D
Unreal Engine
After Effects
Nuke
Illustrator
Photoshop
Premiere

Education:

Living Arts College @ School of Communication Arts
Associate in Applied Science in Digital Animation,

Coursework in 3D character and environment design, character animation, and production process.

Experience:

Digital, Multi-Media Artist

December 2020 - July 2023

Cofense, Inc.

Developed next generation animated content for cyber security training using Unreal Engine 5 and Blender 3D.

Motion Designer / VFX Artist

November 2016 - March 2022

Patv3d - Freelancing

Work included motion graphics for advertising and broadcast TV as well as VFX for feature film.

- VFX Artist - Time Freak Feature Film
- Match Move - Conman TV series

Motion Graphics / Video Designer

December 2018 - June 2020

Grover Gaming

Created promotional videos for new game and new slot game terminal releases. Was also responsible for producing, directing, and editing of live action video content.

Graphic Designer

New Hanover Printing and Publishing

August 2017 - June 2018

Responsible for designing and laying out artwork for printing. Work includes vinyl signs, business cards, letterhead, banners, and vehicles.

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Visual Effects Lead

June 2015 - November 2016

BREAKIRON Animation&Design, LLC

At BREAKIRON I built up my abilities in the areas of rendering and lighting for photoreal animation projects as well as refinement in all areas of 2d and 3d animation.

- VFX Lead - Hardcore Henry Feature Film
- VFX Artist - Lazer Team Feature Film

CG / VFX Artist

May 2010 - June 2015

BREAKIRON Animation&Design, LLC

Was tasked with modeling of environments, rendering and scene setup. Was also lead video editor and motion graphics designer. In addition I lead the efforts for compositing of animated assets for fully animated shorts and live action commercials and film.

Sign Maker, Graphic Artist

May 2007- September 2008

Peele Graphics

Assisted in the process of making and design of vinyl graphics for use with banners, car wraps, license plates, and commercial signage.

Film Credits

2017
Time Freak - Visual Effects Artist
Voidfinder - Visual Effects Artist
Conman Series - Match Move Artist

2016
Union Bound - Visual Effects Artist, Compositor

2015
Lazer Team - Visual Effects Artist, Compositor
Hardcore Henry - Rotoscope Artist
Experience The Legend "Pritzker Simulator"
- Previz Artist, Environment artist, simulation designer, Lighting, Video Editor