



# PATRICK GERRITY

ANIMATION, ILLUSTRATION, DESIGN

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## SUMMARY

Jack of all art trades with a knack for narrative, character, mood, and timing.

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## EXPERIENCE

### **Freelance Animator /Illustrator, Patrick Gerrity Creative, Ongoing**

AWESOMENESS TV (DREAMWORKS), Breaking Mom, July - September, 2016 [Watch Video](#)

- Designed, storyboarded, and animated cartoon bits into video in collaboration with fellow animator.

DISNEY, Abby Normal, March - May, 2016 [Watch Video](#)

- Art directed, storyboarded, created assets and animated the end credits for Abby Normal, a Disney short.
- Worked with the director on story beats and wrote gags.
- Marked up times on storyboards which helped the conductor time out the musical score.

### **Senior Animator, Fulcrum Labs, May 2013 – Feb 2017**

- Distilled complex concepts and lessons into clear, concise visuals for high quality educational videos.
- Art directed, illustrated and animated 4-5 one minute animations per week, creating 30+ hours of media per year.
- Earned "Team Leader" title within six months of employment.
- Client-facing animator responsible for onboarding subject matter experts and new clients.
- Go-to artist for creating custom website and promotional sales-driving pieces.

### **Caricaturist /Assistant Manager, Lee Harvin Co, April 2010 – May 2013**

- Drew live caricature portraits of guests at Universal Studios Hollywood.
- Promoted to Assistant Manager within six months of employment.
- Assisted with scheduling and dealt with performance issues for a staff of 15.

### **Animator, New Media Broadcasting Co, Oct 2008 – Dec 2010**

- Created short promotional cartoons using the company's proprietary animation suite, MashCast.
- Produced intro cartoon for the '140 Characters Conference' by Kodak which screened at the Kodak Theater to kick off the show.

### **Production Artist, Design Lab, Oct 2003 – Aug 2005**

- Designed Disney collectible pins, character turn-arounds, and oversaw factory development of figurines.
- Clients included Disney, Universal Studios, PetSmart, and Circus Circus Las Vegas.

### **3D Artist /Animator, Don Patterson Associates, Sep 2000 – Oct 2003**

- Created 3D graphics and animation for computer-based training programs for US Navy's SH-60F pilots and aircrew.
- Obtained secret clearance to work on classified materials.
- Commended by Regional Manager as representing the highest standards of the graphics department.

### **3D Artist /Animator, Steel Beach Productions, Oct 1998 – Aug 1999**

- Created 3D animation for computer-based training programs for the US Navy's E2/C2 Hawkeye Maintenance crews.
  - Modeled, textured, and lit technically accurate aircraft components.
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## EDUCATION

### **Glendale Community College, Feb 2008 - 2010**

- Studied Motion Graphics, 3D Modeling, Graphic Design, Life Drawing.

### **Savannah College Of Art & Design, Sep 1994 - Aug 1997**

- Bachelor of Fine Arts: Sequential Art
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## AWARDS



- 14 time **Telly Award** winner, **Brandon Hall Gold Medal** Winner ("Oscars of Education") for Airbus Training Course.
  - Awarded **Best of Show** in the Sequential Art department for the Senior Art Show.
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## CLIENTS

Dreamworks, Disney, Allegiant Air, Chegg, Universal Studios, PetSmart, Circus Circus, U.S. Navy

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## SKILLSET

After Effects, Illustrator, Photoshop, Cinema 4D, InDesign, Maya, Trello, Word.

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