



PATRICK GERRITY

ILLUSTRATION, ANIMATION, DESIGN

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OBJECTIVE

Seek an engaging position with a talent-driven company that fosters growth, creativity and team spirit.

EXPERIENCE

- **Caricaturist / Assistant Manager** • Lee Harvin Co. • April 2010 – Present
Draws live caricature portraits of guests at Universal Studios Hollywood. Promoted to Assistant Manager after six months. Assists with scheduling and deals with performance issues for a 15 person staff. Oversees the day-to-day operations including art station cash balances, cash supplies and proper staffing. Help employees resolve customer issues by providing quality customer service.
- **Animator** • New Media Broadcasting Co. • Glendale, CA • Oct 2008 - Dec 2010
Recommended for internship by Maya Professor. Created short promotional cartoons using the company's proprietary animation suite, MashCast. Collaborated in concept development, storyboards, directing and animating. Performance and quality of work led to freelance contract in July 2009. Produced an intro cartoon for the '140 Characters Conference' hosted by Kodak. Screened at the Kodak Theater to kick off the show.
- **Designated UST Operator** • Delta Environmental Consultants • Irvine, CA • Jul 2006 - Feb 2008
Certified Underground Storage Tank (UST) System Operator. Scheduled and conducted monthly inspections at gas stations to ensure compliance with environmental regulations. Managed a portfolio of 50 to 70 sites in four counties. Trained new hires on safety topics and crucial emergency procedures. Received unsolicited, positive feedback from site managers. Actively volunteered for additional duties, filling in for absent teammates.
- **Production Artist** • Design Lab • Torrance, CA • Oct 2003 - Aug 2005
Created merchandise graphics. Illustrated Disney collectible pins, character turn-arounds and oversaw factory development of figurines. Clients included Disney, Universal Studios, PetSmart, and Circus Circus Las Vegas.
- **CGI Artist / Animator** • Don Patterson Associates • San Diego, CA • Sep 2000 - Oct 2003
Created CGI graphics and animation for computer-based training programs for US Navy pilots and aircrew. Obtained a secret clearance to work on classified materials. Modeled, textured, lit, and animated aircraft and internal components and designed related materials. Commended by Regional Manager as representing the highest standards of the graphics department.
- **Designer / Animator** • Say Something Studios • Orange Park, FL • Aug 1999 - Feb 2000
Developed corporate identity. Designed logos, business cards, web graphics, and print advertisements. Animated 2D and 3D training video spots for the US Army War College.
- **CGI Artist / Animator** • Steel Beach Productions • Jacksonville, FL • Oct 1998 - Aug 1999
Created 3D images and animation for computer-based training programs for the US Navy's E2/C2 Hawkeye Maintenance crews. Modeled, textured, lit, and animated technically accurate aircraft components.

EDUCATION

- **Glendale Community College** • Glendale, CA • Feb 2008 - 2010
Study Motion Graphics, 3D Modeling, Graphic Design, Life Drawing.
- **Savannah College Of Art & Design** • **Bachelor of Fine Arts: Sequential Art**
Savannah, GA • Sep 1994 - Aug 1997
 Awarded **Best of Show** in the Sequential Art department for the Senior Art Show.

CLIENTS

Upper Deck/Marvel Comics, Disney, Universal Studios, Meatbun, Wizards of the Coast/TSR, When You Awake

SOFTWARE

PC and Mac platforms. Photoshop, Illustrator, After Effects, Maya, Mudbox.
