

# PATRICK O'BRIEN

## LIGHTING, COMPOSITING, AND LOOK DEVELOPMENT

Los Angeles, CA  
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## EDUCATION

**SEPT 06 – May 08**

**TEXAS A&M UNIVERSITY  
COLLEGE STATION, TX**

MSc in Visualization Sciences

**SEPT 04 – May 06**

**UNIVERSITY of ST. THOMAS  
HOUSTON, TX**

Minor in Mathematics

**SEPT 96 – May 01**

**UNIVERSITY of ST. THOMAS  
HOUSTON, TX**

B.A. In Management Information  
Systems

Online reel & website:  
[www.patricklobrienart.com](http://www.patricklobrienart.com)

References & Extended  
Experience Information  
Available Upon Request

# EXPERTISE

## LIGHTING

Knowledge and experience of basic and advanced cinematic lighting. Experience in sequence setup / key lighting, shot lighting, and supervising lighting production on feature animation. Exposure to a variety of 3D lighting tools including Maya, Houdini and proprietary toolsets.

## COMPOSITING

Understanding of compositing techniques and workflows. Specifically, experience with Nuke for keying, grading, rotoscoping/painting, working with render passes for final integration, and channel manipulation. Additional experience with Nuke's 3D toolset for fixing technical problems using projections and use of Nuke for reflections using cards and point data.

## LOOK DEVELOPMENT

Skill in developing the look of environments and characters. Practice in prototyping shader networks and using compositing to experiment with look development.

## SOFTWARE / WORKFLOW DEVELOPMENT

Experience in working with users and developers to develop software. Helped guide Dreamwork's current lighting tool features and UI development. Practice in listening to users and translating needs to the software developers. Ability to understand technical workflows and limitations and translate to users. Serve on numerous advisory board and studio task forces for lighting and compositing workflows.

# EXPERIENCE

## LIGHTING LEAD, DREAMWORKS ANIMATION

MAR 10-PRESENT

- **Kung Fu Panda 3.** (APR 14 – NOV 15). Created show lighting and compositing rig setups and standards. Setup, supervised, and lit sequences. Established look of 2D world for show.

- **How to Train Your Dragon 2.** (NOV 12 – MAR 14). Created show lighting and compositing rig setups and standards. Look development for ice and water on show. Setup and lit sequences.
- **Turbo.** (APR 12 – OCT 12). Lead first team of lighting artists in using Dreamworks new lighting package. Developed lighting rigs and helped drive the software's development.
- **Madagascar 3.** (SEP 11– MAR 12). Setup and lit sequences and helped develop look of paint on the main characters.
- **Puss in Boots.** (APR 10 – SEP 11). Setup and lit sequences.

## **LIGHTING ARTIST, DREAMWORKS ANIMATION**

JUL 09 - MAR 10

- **Shrek 4.** (FEB 09 – MAR 10).
- **Monsters Vs. Aliens** (JUL 09 – FEB 09).

## **SOFTWARE EXPOSURE**

- Maya
- Houdini
- Dreamworks Animation's Proprietary Tools
- Renderman
- V-Ray
- Mantra
- Nuke