

PATRICK O'BRIEN

An experienced creative and technical leader, with a passion for solving challenges.

EXPERIENCE

CREATIVE AND TECHNICAL EXECUTIVE

AMERICAN RISK INSURANCE | 2017 – Present

- Responsible for all creative branding and provided technical consulting for the existing company infrastructure.
- Led Sales and Marketing to build relationships in existing and current markets.
- Developed a technical roadmap to improve network security and performance in a Microsoft Windows based environment.

WORKFLOW AND ASSET LEAD

NOVA | 2016 – 2017

- Created photorealistic digital assets to reduce manufacturing costs for clients including Bentley, Louis Vuitton, and Tommy Hilfiger.
- Assisted Sales in selling the SaaS Platform to clients through mockups and demos.
- Guided Nova's proprietary ray tracing development with feature cost analysis and rapid prototyping.

PROJECT AND DEPARTMENT LEAD

DREAMWORKS | 2008 – 2016

- Principal lead responsible for user experience on a proprietary \$80M application.
- Streamlined studio workflows across the US and India, resulting in 22% reduction in lighting and rendering departmental costs.
- Created and managed tools for teams with 40+ artists on \$160M movie productions.
- Managed several teams of 10-15 artists that exceeded artistic and budgetary goals by an average +10%.
- Reduced artist training time through a new documentation and training program cutting production time from an average 8 to 5 weeks.
- Resolved technical challenges from rendering through scripting and software debugging.
- Provided look development for environments and assets.

ACHIEVEMENTS

GPU BASED WATERCOLOR PAINTING

Utilized C++ and GLSL for fluid simulation computations on the GPU. Used the Lattice Boltzmann Equations for fluid modeling.

TORCH : A PROPRIETARY 3D APPLICATION

Principal lead in redesigning a multimillion dollar lighting, shading, and rendering application with a strong focus on usability and department workflows.

WORKFLOW OPTIMIZATIONS

Helped Dreamworks Animation reduce film budgets by 40 million dollars. Standardized asset workflow across multiple departments.

SKILLS

SOFTWARE DEVELOPMENT

(C++, C#, UNREAL ENGINE)

OBJECT ORIENTED PROGRAMMING DESIGN

(C++, C#)

WORKFLOW OPTIMIZATION

USER EXPERIENCE

DIGITAL ASSET CREATION

(MAYA, 3DS MAXX)

EDUCATION

TEXAS A&M UNIVERSITY

MS in Visualization Sciences | 2008

UNIVERSITY of ST. THOMAS

B.A. in Management Information Systems | 2001

Minor in Mathematics | 2006