

Patrick (Casey) Barrett

<https://r1381.io>

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2D/3D Digital Artist

WORK EXPERIENCE

Lead Digital Artist

O'Neil & Associates, Inc. – Miamisburg, OH (2002 to Present)

- Responsible for the creation of all advanced motion graphics and animations for clients of multiple industries including commercial, defense, and aerospace. Successful completion of projects by working closely with the writing and engineering teams, the customer and the use of various types of source material including CAD models, engineering drawings, schematics, photographs, and written descriptions.
- The ability to create and animate 3D and 2D assets to demonstrate product overviews, exploded parts views, assembly and maintenance procedures, e-learning courses, point to point schematic tracing, and technical illustrations, both in isometric and photorealistic form.
- As Lead, it is expected and has been demonstrated to be able to see a project through from the beginning planning stages to completion and delivery to the customer. Other responsibilities include mentoring other technical animators and to perform quality checks of work created by subordinates.

Multimedia Designer (freelance)

General Cable – Highland Heights, KY

- Responsible for developing 3D and 2D visualizations for marketing, advertising, training, and packaging usually with minimal source material. The end-product being visual content that is easy to understand for learning purposes or potential customers.
- Majority of the projects involve creating 3D content and high-quality renderings combined with 2D art and overlays to demonstrate and show the uses and application of different wiring and cabling products that General Cable offers.
- Other projects involve packaging design, photo manipulation, and compositing incorporating both created 3D and 2D art.

Artist/Designer

Troy, OH

- Creation of basic websites using custom graphics, interactive content, and provided material from clients.
- The creator of original artwork for five published children's books for a small, local publishing business. All art content was created using 3D environments created in Maya with 2D drawn characters and other props, as well as compositing with real imagery to create a unique look and style to support the author's stories.

- Provide color separation, graphic design, digitizing for embroidery, and other graphic services.

EDUCATION

Bachelor's of Fine Arts in Multimedia, 3D art/animation

Bowling Green State University-Main Campus – Bowling Green, OH (1995 to 1999)

SKILLS

Autodesk Maya 2020, Arnold, Mental Ray, Adobe After Effects CC, Photoshop CC, Illustrator CC, Premiere CC, Adobe Flash CS6, Element 3D, Clip Studio Pro, Moho Pro 13(beginner), Unity (beginner), Unreal 4 (beginner), Sony Acid Studio, Propellerhead's Reason.

ADDITIONAL INFORMATION

- Multimedia Designer with over twenty years of experience working in a professional business environment. Expertise in producing 2D and 3D animations, visualizations, technical illustrations, and other artistic works for: e-learning, marketing, support documentation, entertainment. Demonstrated ability to develop and create professional work using diverse source material and instruction under tight deadlines to deliver a successful, cost-efficient product.
- Core competencies include: Polygon modeling, UV layout, texture/material creation, Mental Ray, Arnold, and Maya software rendering engines, experience optimizing models (provided CAD or created) for use in AR and VR environments, motion graphics, compositing, 2d and 3d animation, illustration, video and audio editing, music creation.