

PATRICK JALBERT

3D Art & Animation

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EDUCATION

CARNEGIE MELLON UNIVERSITY

Masters in Entertainment Technology
Class of 2012

RENSSELAER POLYTECHNIC INSTITUTE

BA in Electronic Media & Communications
Minor in Game Design
Class of 2009

SKILLS

GAME DEVELOPMENT

Unity 3D
Naive user testing
Storyboarding
Aurora Toolset

PROGRAMMING

C++
Oblivion scripting language
Mel

GRAPHICS & ANIMATION

Maya
Adobe Flash
Adobe Photoshop
Adobe AfterEffects
Zbrush

RELEVANT COURSEWORK

GAME DESIGN (ETC)
BUILDING VIRTUAL WORLDS (ETC)
VISUAL STORY (ETC)
DESIGNING CHARACTERS FOR VIDEO GAMES
DESIGNING INTERACTIVE NARRATIVES

EXPERIENCE

ANIMATION INTERN

RED FLY STUDIOS

Summer 2011

Worked as an animator on two unannounced next-gen action titles.

MULTIMEDIA DESIGN ENGINEER ASSOCIATE

LOCKHEED MARTIN

2009 - 2010

Served as a 3D technical animator, rigger, and modeler on aeronautics projects for internal clients.

WEB DESIGN INTERN

2440 MEDIA

2006 - 2007

Web and graphic design duties; created comps of website mockups in Photoshop, InDesign and Illustrator.

CURRENT PROJECTS

ACTION IN MOTION

Fall 2011 - Spring 2012

Pitched and developed a fast-paced Kinect action game in a team with three classmates. Duties included systems design, game balancing, project planning, modeling and animation for the project.

FLINTLOCK TABLETOP RPG

Spring 2011 - Spring 2012

Developed, designed and tested a new tabletop RPG system focused around mecha-based combat. Currently developing an iPad app to make player customization fast and manageable.