

PATRICK NOBBE

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PROFESSIONAL EXPERIENCE

Zillow, Remote Work (Everett, WA)

Annotator, June 2021 - Present

Responsible for creating accurate floor plans of homes based off of panoramic photos taken by realtors. Using Zillows propriatary software, raw panoramic pictures were used to measure and create a 3 dimensional rooms which can then be arranged accurately to create a rough floor plan layout. This data was then exported into another program (Virtual Architect), to create a stylized final product for use on the homes Zillow webpage.

Imagine / Tsukineko, Kirkland, WA

Shipping and Recieving Associate, June 2020 - June 2021

Responsible for preparing, packing, recording and shipping all consumer orders. Solely respobible for overseeing bi-monthly fotune 500 company specific orders, averaging \$225,000 /month. Instrumental in implementing a new warehouse organization system and inventory of 10+ years worth of manufacturing cluter.

Axon Inc, Seattle, WA

Freelance Video Editor and Animator, January , 2020 - May, 2020

Responsible for meeting client special requests, including: video editing, adding subtitles in various languages, created visual effects/3D looping animations for company based zoom backgrounds, and created/edited 3D models of the Taser 7 for use in promotional advertisements. Worked primarily in Adobe After Effects, Cinema 4D and Premier to create instructional how to videos for police and security services on how to instal and operate less lethal technology into their daily routine.

Whole Foods Market, Seattle, WA

Grocery Specialist, May 2019 - November 2019

Bought product for the bulk and dairy departments, monitored projections/sales, assisted with monthly merchandising change outs, offered outstanding customer service in the department, assisted with ordering for the rest of the grocery, kept the grocery department stocked and faced, assisted with special orders.

AtmosFX, Seattle, WA

Character Animator, August 2015 - September 2018

Held responsibility for conceptualizing animation, characters, and props for holiday, party, and event digital home decorations for projects spanning two to four months, including Dinosaur Encounter, Witching Hour, Santa's Workshop, and Hoppy Easter. Modeled characters and props in 3D, arranged and unwrapped UVs for subsequent texturing, sculpting, rigging, and animating; rendered out the finalized product.

- Devised and animated 20 different products in three years as Character Animator.
- Participated in conceptin
- Played crucial role in resolving fatal bugs in several project files, resulting in a more expedited production pipeline for all future projects.

AtmosFX, Seattle, WA

Freelance Animator, June 2015 - August 2015

Created lip sync animation for talking and singing characters used in projection based digital decorations. Interpreted basic thumbnail story boards and instruction to make engaging and entertaining characters. After 3 months of successful freelancing, was brought onboard as a full time character animator.

- Successfully completed the assignment of two minutes of facial animation within the 2 month deadline.

Imagine Color Service, Seattle, WA

Freelance Pre-masking, September 2010 - March 2013

Interfaced with clients prior to project start to collect information including their goals, specifications, and project scope. Relayed project changes to clients as needed, and worked within varying deadlines. Completed image masking projects utilizing Photoshop for high-caliber clients including Pendleton, Tommy Bahama, Nordstrom, and L.L. Bean.

Selected Achievement:

- Devised clipping masks to top client images, intended for use by colorists and senior retouchers in the project pipeline

Odesk (Upwork), Various Locations

Freelance Animator and 3D Artist, August 2005 – June 2010

Took on numerous and varied projects and jobs for a multitude of clients. Reviewed all documents and job contracts prior to acceptance to understand the scope and depth of client goals. Interacted with clients upon job acceptance to discuss project specifics, collect further information, and ascertain their preferences where needed, remaining within their budgets. Created concept sketches and rough drafts with Maya, Cinema 4D, After Effects, Photoshop, and Illustrator; collaborated with clients to create a finalized product that met their expectations within all deadlines.

Selected Clients and Projects:

- Character Animator, Tercet Studios (2014): Created looping animations for use in a racing style game.
- Storyboard Artist, Independent Client (2012): Completed storyboards and an animatic for a client looking to fund a film making project.
- 3D Generalist, Microsoft (2010): Created a loop of 3D animated logo for use as marketing collateral during a conference lecture.
- Medical Illustrator, Falcon Physician Reviews (2005 to 2007): Developed illustrated slides of the human body and medical procedures, in addition to graphs and charts depicting disease progression, and step-by-step diagrams of medical procedures for use in lecture and review programs.

EDUCATION, CREDENTIALS, AND AWARDS

Bachelor of Fine Arts in Animation, Cornish College of the Arts, Seattle, WA 2010

Certificate of Advanced Study of Character Animation, Animation Mentor, 2014

Certificate of Creature Locomotion, Animation Mentor, 2016

SIFF Student Bumper Contest Winner, City Arts Magazine, 2008

TECHNICAL PROFICIENCY

Adobe Creative Suite (Premier, Photoshop, After Effects, Character Animator, Illustrator, InDesign), Cinema 4D, Autodesk Maya, Unity, ZBrush, Houdini, Substance Painter, MS Office Suite, Virtual Architect, Unify