



DIMITRI DARIO PATINO

ANIMATION ARTIST

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EXPERIENCE

Animation Artist – DreamWorks Animation

05/2022 – Present

- Animated characters for the show Gabby's Dollhouse and ensured that all deliverables aligned with the production's teams schedule and the creative vision of the series.
- Reviewed animation deliveries from Partner Studio to provide clear and courteous notes while keeping in mind the overall workload of the animation team.
- Overviewed designs, scripts, storyboards, animatics and created Maya set dresses that provide direction for staging of shots in usable areas of the sets.

Visualization Artist – Technicolor

08/2021 – 05/2022

- Blended and composited CGI elements with live action plates using the software Autodesk Maya and Adobe After Effects.
- Produced camera and character animation to block out and build sequences for film and episodic productions to use as the foundation for shot sequences.
- Animated characters and props for marketing and commercial use, for the of the upcoming project of Sonic The Hedgehog 2.

3D Animator – Outlook OVFX

02/2021 – 08/2021

- Created 30 seconds of animation per month for a currently unannounced animated tv show.
- Developed pose libraries and animated specific marketing material for all characters.
- Collaborated closely with all facets of the team to achieve the director's vision of the animated project.

Educator – Full Sail Labs

05/2018 – 12/2020

- Developed curriculum for a variety of STEAM-based courses using 21st Century Skills.
- Mentored, coached, guided, and educated K-12 students to develop a "spark" or passion for becoming creatives in the technological world.
- Built, trained, and lead a diverse group of artists into an effective team of educators with adaptability, empathy, and a positive mind set.

EDUCATION

Cert. Character Animation, 2021

Animation Mentor | Character Animation

Bachelor of Science, 2017

Full Sail University | Computer Animation

SOFTWARE & SKILLS

Autodesk Maya
Adobe Photoshop
Adobe Premiere
Adobe After Effects
Unreal Engine 4
Zbrush

3D Animation
3D Modeling
Previsualization
Postvisualization
Visual Effects
Crowds Animation