

# Patrick VanNortwick

patrickv@patv3d.com | (919) 621-4365 | Washington, NC | [www.linkedin.com/in/patv3d/](http://www.linkedin.com/in/patv3d/) | [www.patv3d.com](http://www.patv3d.com)

## SUMMARY

Creative and results-driven Motion Graphics Designer and CG Generalist with 16+ years of experience crafting dynamic 2D/3D animations, visual effects, and immersive VR experiences. Proficient in Adobe Creative Suite, Unreal Engine, and Blender, with a proven track record of delivering high-quality content for social media, marketing campaigns, and virtual reality platforms. Skilled in leading cross-functional teams, streamlining production pipelines, and leveraging cutting-edge tools to drive brand engagement and storytelling. Adept at transforming complex concepts into visually compelling narratives that captivate audiences and achieve business objectives.

## WORK EXPERIENCE

Grey Storm Digital <i>Motion Graphics Designer / CG Generalist</i>	Washington, NC Jul 2023 - Present
<ul style="list-style-type: none"><li>Designed and produced high-quality 2D/3D motion graphics for social media, events, and marketing campaigns, enhancing audience engagement and brand visibility.</li><li>Created lifelike 3D product animations and visualizations, improving client presentations and driving marketing success.</li><li>Collaborated with agencies to deliver compelling video content, managing project bids, scope, and creative workflows to ensure timely and on-budget delivery.</li></ul>	
Patv3d - Self Employed <i>Motion Graphics Designer / VFX Artist</i>	Washington, NC Nov 2016 - Present
<ul style="list-style-type: none"><li>Integrated visual effects into live-action footage using advanced match move techniques, achieving seamless and photorealistic results.</li><li>Executed digital compositing to blend CGI with live footage, enhancing storytelling for client projects.</li><li>Designed and animated vector graphics for broadcast media, strengthening brand identity and visual appeal.</li></ul>	
Groove Jones <i>Animator / Technical Consultant</i>	Dallas, TX May 2024 - Jun 2024
<ul style="list-style-type: none"><li>Developed character and environment animations for immersive VR experiences using Apple Vision Pro, enhancing user interaction and realism.</li><li>Collaborated with cross-functional teams to integrate animations into VR platforms, ensuring high-quality visual standards and seamless functionality.</li></ul>	
Cofense, Inc. <i>Digital, Multi-Media Artist / Creative Lead</i>	Leesburg, VA Dec 2020 - Jul 2023
<ul style="list-style-type: none"><li>Led the creation of animated cybersecurity training modules, improving training effectiveness and retention.</li><li>Developed storyboards and translated scripts into detailed project outlines, ensuring alignment with training objectives and client needs.</li><li>Streamlined production pipelines using Unreal Engine 5, reducing turnaround time while maintaining high-quality standards.</li><li>Spearheaded character development using Epic's Metahuman Creator, enhancing the realism and engagement of training content.</li></ul>	
Grover Gaming <i>Motion Graphics / Video Designer</i>	Greenville, NC Dec 2018 - Jun 2020
<ul style="list-style-type: none"><li>Designed and animated promotional materials for game and terminal launches, ensuring brand consistency and driving user engagement.</li><li>Produced and edited gameplay footage for attract screens and marketing collateral, contributing to an increase in player interest.</li><li>Developed video content for social media platforms, enhancing online presence and supporting marketing strategies.</li></ul>	
New Hanover Printing and Publishing <i>Graphic Designer</i>	Wilmington, NC Aug 2017 - Jun 2018
<ul style="list-style-type: none"><li>Designed and refined graphics for digital and print media, delivering tailored visual solutions that met client needs and enhanced brand communication.</li><li>Collaborated with clients to identify design requirements, ensuring high-quality deliverables for diverse projects.</li></ul>	

BREAKIRON Animation & Design, LLC  
*Visual Effects Lead*

Raleigh, NC  
Jul 2015 - Nov 2016

- Oversaw visual effects production for high-profile feature films, ensuring artists met project specifications and deadlines.
- Directed 3D scene composition and rendering processes, delivering high-quality visuals for commercial and cinematic projects.

CG / VFX Artist

Jun 2010 - Jul 2015

- Created 3D environments and props to enhance visual storytelling across various projects.
- Produced animated content for the American Heart Association, incorporating motion graphics, video editing, and particle effects.
- Managed rendering processes, ensuring timely and efficient completion of visual effects tasks.

Peele Graphics  
*Sign Maker, Graphic Artist*

Williamston, NC  
May 2007 - Sep 2008

- Designed and applied vinyl signage for vehicles and commercial displays, enhancing brand visibility for clients.
- Developed the company's website, improving online presence and customer engagement.

## EDUCATION

Living Arts College @ School of Communication Arts  
Associate of Applied Science, Digital Animation

Raleigh, NC  
Sep 2010

## CERTIFICATIONS

Silver Telly Award, Telly Awards

Sep 2015

## SKILLS

Post-Production • Video Production • Photography • Graphic Design • Filming • Adobe Premiere • Illustration • Content Development • Adobe Lightroom • Adobe Creative Suite • Adobe After Effects • Adobe InDesign • Computer Graphics • Adobe Illustrator • User Interface (UI) • Computer Networking • Final Cut Pro • Branding • 2D Animation • Video Editing • Motion Graphics • Email Marketing • Social Media Management • Adobe Photoshop • 3D Animation • Art Direction • Unreal Engine • Blender • Creative Direction • Web Design • Stakeholder Management • Storyboarding • Teamwork and Collaboration • Illustrator