

Pat Toulouse

President, Founder of Ratrod Studio Inc.

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Summary

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Website: <http://ratrodstudio.com>

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Objective: To be part of a production team working in a dynamic environment.

LEAD: Project management, documents for schedules, sales pitches, game designs and prop lists. Time management and task assignment. Excellent organizational skills.

3D: Environmental modeler and texture artist. Knowledge of Maya, Photoshop, Painter, Bodypaint 3D, Mudbox. Up to date with latest softwares and tools.

2D: Concept drawings, logos, custom airbrush and traditional oil painting, charcoal drawing, sculpture, engraving, modeling.

DEVELOPMENT: Game engine development, shaders and physics.

VIDEO: DVD authoring, multi-media presentation, video capture, tracking, editing, compositing and encoding. Knowledge of Adobe Premiere, After Effects, Soundforge and Boujou.

WEB: Webpage design with PHP/ HTML back ends, ecommerce, custom applications, domain name management, web hosting services. Knowledge of Macromedia Dreamweaver, Photoshop and Flash.

HARDWARE: Conception of custom computer systems, upgrades, repairs and troubleshooting. Up to date with latest technology. Good precision soldering skills and EEPROM programming.

OTHERS: 50 words+ / min keyboarding speed, knowledge of several software and operation systems: DOS, Windows platforms and Office suites. Basic knowledge of Unix systems

Specialties

3D modeling and texturing for games / iPhone development / extended knowledge of PC games, arcade and consoles / great leadership and business skills / experienced in web commerce and marketing / large network of contacts for jobs and company recruitment.

Experience

President, Founder at Ratrod Studio Inc.

July 2009 - Present (10 months)

Pat has over 10 years of experience in web content, game development and production management. He is responsible of overseeing the company's operations and business strategies.

Prior to founding Ratrod Studio Inc., Pat worked as a senior 3D lead artist for Fuel Industries and contributed on several high-profile games for PC, console, web and mobile devices which brought him to the top of the field. Projects include top ranked iPhone game Vans Sk8: Pool Service, Lifeboat, Microsoft Tinker, Dark Knight Gotham City Chase, SwypeOut, Hasbro Peak Performance Snowboarding and Crank Adrenaline, to name a few.

With an intensive gaming background and mid-level programming skills, he also contributes in 3D engine development and game design.

Awards:

IMGA International Mobile Gaming Award nomination for Mike V: Do or Die - Skateboarding 2010

Shipped Title:

- Drift Mania Canadian Championship (iPhone/TBD/Unity)
- Mike V: Do or Die - Skateboarding (iPhone/2010/Unity)
- Battle Eternal (iPhone/2009/Unity)
- RC Heli Indoor Racing (iPhone/2009/Unity)

Intermediate Technical Modeling Developer at Gladstone Aerospace Consulting

July 2009 - September 2009 (3 months)

- *MODTIES Project Qualified
- 3D Modeling / Texturing for the Aerospace and Military field.
- Research and Development.
- Familiar with NGRain software solutions to create interactive 3D based training.

Lead / Senior 3D Artist at Fuel Industries

July 2005 - June 2009 (4 years)

3D Team Management

- Responsible for quoting large projects including breakdown and time estimations.
- Coordination with other departments to receive assets / reference materials needed for our team.
- Planning 3D resources available for simultaneous projects, creating production schedules.
- Working closely with art directors and project managers to plan and discuss the developments of each project including revisions and creative styles required.
- Supervising 3D team and making sure that deadlines are reached.

Senior / Lead 3D Artist

- 3D project lead, organization of props list, planning, and documents.
- Research of references and sketching of objects and environments to model.
- Concept design for levels and game environments.
- 3D low poly modeling and texturing of objects and environments.
- Experience with various 3D engines.
- Creation of game documents for sales and clients purposes.
- Game design, establishment of the gameplay and features of the games.

Shipped Title:

- Lifeboat (iPhone/2009/Unity)
 - Vans Sk8 Pool Service (iPhone&ZuneHD/2009/Unity)
 - Zombie Drive (iPhone/2009/Unity)
 - SpinZ TV Commercial (TV/2009/Video)
 - Warner Bros Batman Dark Knight (Web/2008/Flash)
 - Entourage Viking Quest (Web/2008/Flash)
 - Microsoft Tinker (PC/2008/Spark Engine)
 - Ubisoft Rayman: Rabbid Droppings (Web/2008/Flash)
 - Sony Free Realms: (PC/2008/Flash)
 - Candystand Bobsled: (Web/2007/Shockwave3D)
 - Candystand Rally Blitz: (Web/2007/Shockwave3D)
 - Candystand RC Rally Reloaded: (Web/2007/Shockwave3D)
 - Lions gate Crank Adrenaline: (Web/2007/Shockwave3D)
 - Intel Phase II Golf: (PC/2007/Virttools)
 - Jeep Geocache Challenge: (PC/2007/Torque)
 - Jetstream: (Web/2007/Shockwave3D)
 - Jim Beam Rally: (Web/2007/Shockwave3D)
 - Hasbro NetJet Peak Performance Snowboarding: (PC/2007/Virttools)
 - Shockwave Tuner City: (Web/2007/Shockwave3D)
 - Spinmaster Swipeout Battle Racing: (PC/2007/Torque)
 - Amex Andy Roddick VS. Pong: (Web/2006/Shockwave3D)
- and more...

7 recommendations available upon request

3D Modeler and Texture Artist at Nibor Corporation, Miami, Florida

May 2005 - July 2005 (3 months)

- Modeling and texturing of 3D prototypes from sketches and blue prints for different companies.
- Lighting and rendering of scenes and components

3D Modeler and Texture Artist at Envy Games, San Jose, California

October 2004 - July 2005 (10 months)

- Modeling and texturing of low polygon characters for video game.
- Character setup, rigging and animation.
- Recruiting employees, reviewed resumes and demos.

3D Modeler and Texture Artist at Fuel Industries

December 2002 - February 2003 (3 months)

Award-winning project for GM, contracted by Cy's Matters through Fuel Industries, Ottawa, Ontario, 2002 – 2003

- Researching references and concepts for different parts to model.
- Modeling and Texturing of over 105 car components, including: spoilers, wheels, body kits and accessories.
- Rendering of each component.

Shipped Title:

- Candystand GT Racing: (Web/2006/Virttools)
- HBO Deadwood: Dead Man's Hand: (Web/2006/Virttools)
- Alberta Legislature - Virtual Visit: (Web/2005/Shockwave3D)
- Red Bull Racing: (Web/2005/Shockwave3D)
- Shockwave Speed Demons: (Web/2005/Shockwave3D)
- Dodge Hemi Highway: (Web/2004/Shockwave3D)
- GM R.E.V. Racing: (Web/2004/Flash)

3D Project Supervisor, 3D Modeler and Texture Artist at Drowtales, Chicoutimi, Quebec

September 2002 - January 2003 (5 months)

- Teamwork with employees and programmers in charge of 3D engine .
 - Rendering of each model and video sequences.
- 1 recommendation available upon request*

3D Modeler, Texture Artist and Game Designer at Xotica Soluciones, Mexico

August 2002 - November 2002 (4 months)

- Research of references and concepts.
- Design and creation of 3D for game used for advertising.
- Teamwork with employees and programmers in charge of 3D engine.
- Rendering of each scene, components and video sequences.

1 recommendation available upon request

3D Modeler and Texture Artist at Karakas Studio, Bruxelles, Belgium

June 2002 - August 2002 (3 months)

- Nurbs modeling of a Lexus 2054 (Minority Report) for company demo.
- Rendering of several animated sequences.

-Optimization of scenes.

Education

La Cité Collegiale

College Diploma, 3D Animation, 2001 - 2002

Cégep de l'Abitibi Témiscamingue

College, Accounting, 2000 - 2001

Cégep de l'Abitibi Témiscamingue

College, Computer Science, 1999 - 2000

Cégep de l'Abitibi Témiscamingue

College, Arts, 1998 - 1999

Honors and Awards

IMGA International Mobile Gaming Award Nomination for Mike V: Do or Die - Skateboarding, Barcelona, Spain, January 2010

3D Animation, Winner of CTV – CJOH Television Bursary Award, Ottawa, Ontario, April 2001 – 2002

Interests

Punctual and disciplined, I am very reliable with good physical endurance and health to accomplish any assignments and long shifts. I work well under pressure and always finish what I have started. I enjoy new challenges and at the same time, learning and exploring new capabilities.

Languages: Fluent in French and English written and spoken.

Hobbies and Sports: Martial arts, skateboarding, snowboarding, chess, car tuning, dogs, applied arts, house projects and renovations.

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9 people have recommended Pat

"Pat is a top notch modeller and level designer with an unmatched eye for detail. His ability to re-create real world environments is the best I've seen in the business, and he stops at nothing to hit his deadlines."

— **Chris Fram**, *Supervising 3D Animator, Fuel Industries*, worked directly with Pat at Fuel Industries

"Pat is one of the most talented 3D artists I know, and any company would would greatly benefit from his talent, and experience."

— **Stephen Daggitt**, *Concept Designer, Fuel Industries*, worked with Pat at Fuel Industries

"I worked with Pat for several years, and he's always been a top, dedicated member of the team. He is a problem-solver, outgoing, eager to do a good job, dependable, and easy to communicate with. On top of that, he's very creative when it comes to games, and always has lots of valuable input. His experience would definitely make him a great addition to a 3D team, especially when it is game related."

— **Andrei Serghiuta**, *Lead 3D Artist, Fuel Industries*, managed Pat at Fuel Industries

"I've worked with Pat for years as a freelance artist and later hired him at Fuel Industries. He's a talented, hard working and motivated individual that will be successful where ever he applies himself."

— **Cyrus Hogg**, *director, Fuel Industries*, managed Pat at Fuel Industries

"I had the pleasure to work with Pat on a number of projects while he was employed at Fuel Industries. Pat always goes above and beyond tasks assigned to him and often takes initiative to sort through visual issues on his own. On one particular project, an iPhone skateboarding game in collaboration with Vans, Pat lent his awesome 3D skills to create one of the richest 3D environments currently seen on iPhone games. As Art Director on the job, I worked closely with Pat and was amazed by many of the ideas he brought to the job along with his passion for skateboarding and ensuring things were done right."

— **Christopher Scrivens**, *Art Director, Fuel Industries*, managed Pat indirectly at Fuel Industries

"Pat is one of the most talented 3d artists I have ever met. It doesn't matter what he is asked to produce, he will build it and build it well. His knowledge extends well beyond his chosen profession, making it easy for anyone to work with him - for example, when working on any of the numerous game projects we've worked on together, Pat has provided some invaluable input on how to make the 3d work better for the game and how the design of the 3d environments can make the games better. It's always a pleasure working with Pat - I highly recommend him and I hope I get to work with him again in the future."

— **Jeff Murray**, *Director of Game Development, Fuel Industries*, worked with Pat at Fuel Industries

"I did my studies with him back then at La Cité Collegiale, In school he gave me a contract and he always been a really a good friend praticly like family actually,Pat is a dedicated man to is work making it very serious and done with quality."

— **Sébastien Giroux**, *3D Modeler, Buzz Image Group*, worked directly with Pat at Drowtales, Chicoutimi, Quebec

"I highly recommend Pat Toulouse, I worked with him on several projects with very tight deadlines. He is a hard worker. Pat is a very good modeler and texture artist. He is also great at solving problems and finding new techniques & workflow."

— **Sylvain Demers**, *advertising games, Fuel industries*, worked directly with Pat at Fuel Industries

"I was hired on contract to do some modeling and texturing for Pat. He was very professional and a pleasure to work with. I would definatly work with him again on future projects."

— **Marc-André Gray**, reported to Pat at Xotica Soluciones, Mexico

[Contact Pat on LinkedIn](#)