

PATRICK PARENTEAU

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Montreal (Quebec)

www.patrickparenteau.com

SUMMARY

- 24 years of experience in the digital creation industry
- Master of Arts degree
- Teaching experience
- 3 years experience in management and supervision of creative teams
- Trained in drawing, sculpture and model making
- Bilinguals French and English

EDUCATION

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|---|---------------------------|
| Doctorate in Communication, research creation profile University of Quebec in Montreal (UQAM) | Started in September 2020 |
| Production direction for television and cinema Institut National de l'Image et du Son [INIS] | 2019 |
| Master of Arts profile creation University of Quebec in Chicoutimi (UQAC - NAD) | 2014–2017 |
| Certificate in movie script writing University du Quebec in Montreal (UQAM) | started in 2018 |
| Training in performance and skills management. Training mobilizing leadership through coaching Ubisoft Campus | 2005 |
| Certificate in sculpture for animator Vancouver Film School (VFS) | 1999 |
| Certificate in Computer graphics for cinema and television NAD Centre | 1995 |
| College diploma in industrial design Cégep du Vieux Montréal | 1993 |

CONFERENCES

Exploration of the renewal of the practice of VFX using traditional techniques in fluid mechanics. 2018
Effects Montreal: International Conference in VFX & animation.

Fan film-making: Blade Runner to Star Wars. Comiccon of Montreal. 2013

PUBLICATIONS

Simulation FX: Cinema and the R&D Complex, Jordan Gowanlock. 2018
Doctorate (2018) p. 11-117-119-120-121-177 https://spectrum.library.concordia.ca/983511/7/Gowanlock_PhD_S2018.pdf

Mémoires de la société généalogique canadienne-française. Périodique, volume 69 No 4 (2018) p. 308 2018
https://sgcf.inlibro.net/cgi-bin/koha/opac-detail.pl?biblionumber=81607&query_desc=kw%2Cwrdl%3A%20Marie-jeanne%20thompson

Exploration of the renewal of the practice of VFX using traditional techniques in fluid mechanics. 2017
Master of Art thesis, <https://constellation.uqac.ca/4376/>

PROFESSIONAL EXPERIENCES

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| Teaching | University of Quebec in Abitibi-Temiscamingue, Montreal [Quebec] Sept. 2020 Lecturer EFV2100 — Introduction to image and visual effects DJV5510—Management workshops in Visual effects DJV5510—Management workshops in Video Game ART1710—Advanced production projects. |
| | Vancouver Film School, Vancouver [British-Colombia] 2004 3D lab supervisor for the student’s final projects. |
| | College Inter-Dec, Montreal [Quebec] 2003 Teacher for compositing, VFX and introduction to digital creation |
| | Infocast Digital Arts School, Vancouver [British-Colombia] 1999 Guest speaker to present the new Softimage 3D tools. |
| | Centre NAD, Montreal [Quebec] 1995 Private teacher for the drum player of the musical group Voivod |
| Production | Frisson TV, Montreal [Quebec] 2019 Producer and writer for TV shows |

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| VFX Artist | Eidos Montreal , Montreal [Quebec] “In-Game VFX” for the video games, Marvel’s Avengers and Shadow of the Tomb Raider. | 2017 to 2018 |
| | Mikros Images , Montreal [Quebec] VFX Artist for the 3D animated feature film, Sahara. | 2015 to 2016 |
| | MPC , Montreal [Quebec] Technical director for the live feature film, X-Men: Days of Future Past. | 2013 to 2014 |
| | Oblique FX , Montreal [Quebec] VFX Artist for the live TV series, Being Human and the live feature film, Louis Cyr. | 2012 to 2013 |
| | Ubisoft , Montreal [Quebec] VFX Supervisor/Artist for video game cinematic, trailers and short film based on Ubisoft game licenses. | 2004 to 2012 |
| | Mainframe Entertainment , Vancouver [British-Colombia] VFX Supervisor/Artist for the 3D animated TV series, Reboot, Beast Machines. | 2001 to 2003 |

SOCIAL AND PROFESSIONAL ACTIVITIES

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| Visual Effect Society | Member and secretary of the board of directors | 2017 to 2019 |
| Historical Society of Rosemont— Petite-Patrie | Graphic artist and member of the association | 2017 to 2018 |

EXPOSITIONS

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| Ubisoft Gallery | Artist of the month, photography | 2012 |
| Hotel Omni Mont-Royal | Artist of the month, hand drawing | 1993 |