

Patrick Grant

3D Artist

I.D.	
Residence:	Adelaide Hills, South Australia
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Education	
Feb 2013 - Nov 2014	Adv. Diploma of Screen and Media (Game Art) - TAFE SA, Teatree Gully Campus
2012	Achieved SACE - Cornerstone College, Mt. Barker
Experience	
Sep 2017 -	Freelance 3D environment modelling, texturing on unannounced PC game (full-time remote)
Feb 2017	Created promotional 3D art for game Super Meat Boy, to be used for merchandise
Dec 2015 -	3D character/environment modelling, texturing, concept art on PC game <i>Phantom Halls</i> and <i>Eternal Descent</i> for Incendium Games (full-time remote)
Oct 2014 - May 2015	3D prop modelling and texture artist at Vishus Productions on upcoming TV series <i>1001 Nights</i> (full-time in studio)
Oct 2014	Freelance character/environment concept artist for ODD Games on upcoming game <i>BUILT</i> (part-time remote)
Aug - Sep 2014	3D prop modelling and assembly work at Vishus Productions on TV series <i>Figaro Pho Season 2</i> (full-time in studio)
July 2014	Art direction and texturing on game demo for display at AVCON (made in UE4, with two other teammates)
Skills	
<ul style="list-style-type: none"> • Experience in creating character and environment art for both games and CGI • Texturing: strength in handpainted, also able to do photo-realistic • Strong traditional and digital drawing skills • Ability to rig and skin characters • Concept art skills • Graphic design skills 	
Software	
Photoshop, Maya, ZBrush, 3D Coat, Knald, Marmoset Toolbag, Unity Engine, Unreal Engine	