

Patrick Moore

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Portfolio: artstation.com/patches

Objective

15 years of experience in the game industry with a strong passion for game development. Contributed to a wide variety of projects ranging from Racing, MMOS to FPS games.

Education

The Art Institute of Phoenix (AiPX)

Bachelor of Arts, Game Art & Design, Sept 2005

Award for Best Portfolio in Game Art & Design, Sept 23, 2005

Work Experience

Arktos Entertainment

June 2010 - Present

Senior technical artist on War Inc, WarZ/Infestation, Aftermath, Shattered Skies, Wild West Online

- Directed the design and testing of in-house engine and editor
- Creating the vertical slice at the start of projects
- Weapons creation and working with programming to implement FPS system
- Terrain creation throughout all the projects
- Character animations in War, Inc.
- Helping train new hires in our tools, pipelines
- Managing outsourcing of environment props, weapons, and animation

Cryptic Studios

May 2007 - June 2010

Environment artist on Marvel Universe/Champions

Lead Environment artist on Star Trek Online

- Created modular interior and exterior building kits
- Created key points of interest, e.g. Deep Space Nine, Star Base One
- Prototyped and created majority of space environments
- Helped train new hires

Rainbow Studios, THQ

Nov 2005 – May 2007

Environment artist on MX vs ATV Untamed

- Designed modeling, texturing, and lighting of stadiums and the props in them
- Textured indoor tracks

Learning Designs Inc. Park City, Utah

2000-2002

- Created 3D models, animation and graphical user interfaces for Toshiba America Business Solutions computer based copier training and interactive learning games
- Developed 3D graphics for brochures, workbooks and presentations for clients such as: OrthoNeutrogena, Seagate, Washington Mutual and Western Digital
- Designed and produced the animation, interface and interactive activities for a webinar for Viropharma and their coaching and development training team