

# Patrick Grant

## 3D Artist

| I.D.                    |   |   |
|-------------------------|---|---|
| Email:                  | ptgrant.art@gmail.com   |   |
| Skype:                  | patrick.grant95   |   |
| Website:                | <a href="http://ptgrant.com/">http://ptgrant.com/</a>                                   |   |
| Residence:              | Adelaide Hills, South Australia   |   |
| Projects                |   |   |
|                         | (Multiple unannounced PC/mobile games (under NDA))                                      |   |
| July 2018               | <i>Super Meat Boy: Rival Rush</i><br>Team Meat<br><br>Physical card game                | Created digital illustrations for several cards.                  |
| Dec 2015 -<br>June 2018 | <i>Phantom Halls</i><br>Incendium Games<br><br>PC game                                  | Modelling, texturing, concept art on characters and environments. |
| Mar - Apr<br>2017       | <i>Eternal Descent</i><br>Incendium Games<br><br>Game prototype                         | Modelling, texturing, concept art on characters and environments. |
| Feb 2017                | <i>Super Meat Boy Poster</i><br>Team Meat<br><br>Printed poster                         | Created promotional 3D renders to be used for merchandise.        |
| Oct 2014 -<br>May 2015  | <i>Sherazade: The Untold Stories</i><br>Vishus Productions<br><br>Animated TV series    | 3D prop/environment modelling and texture artist.                 |
| Oct 2014                | <i>BUILT</i><br>ODD Games<br><br>Game prototype   | Created character/environment concept art.                        |
| Aug - Sep<br>2014       | <i>The New Adventures of Figaro Pho</i><br>Vishus Productions<br><br>Animated TV series | 3D prop modelling and assembly work.                              |

| <b>Employment</b>  |   |
|--|---|
| Dec 2015 -   | Full-time freelance game artist   |
| Aug 2014 -<br>May 2015   | 3D prop/assembly artist at Vishus Productions                               |
| <b>Education</b>   |   |
| Feb 2013 -<br>Nov 2014   | Adv. Diploma of Screen and Media (Game Art) - TAFE SA, Teatree Gully Campus |
| <b>Skills</b>  |   |
| <ul style="list-style-type: none"> <li>• Experience in creating characters and environments for both games and CG</li> <li>• Low and high-poly modelling techniques</li> <li>• Efficient UV mapping</li> <li>• Strength in hand-painted texturing, also familiar with PBR</li> <li>• Implementing assets into game engines</li> <li>• Traditional and digital drawing skills</li> <li>• Ability to rig and skin characters</li> <li>• Concept art skills</li> <li>• Graphic design skills</li> </ul> |   |
| <b>Software</b>  |   |
| Photoshop, Maya, ZBrush, 3D Coat, Substance Painter, Substance Designer, Knald, Marmoset Toolbag, Unity Engine, Unreal Engine  |   |