

Patrick Grant

3D Artist

I.D.		
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Residence:	Wellington, New Zealand	
Projects		
ETA 2021	<i>Together in Battle</i> Sinister Design PC game	Modelling and texturing tile-based environments.
ETA 2020	<i>Unannounced</i> Okidokico PC game	Modelling, texturing, concept art on characters and environments. Painting in-game character portraits.
ETA 2020	<i>The Captain is Dead</i> Thunderbox Entertainment PC game	Created multiple characters.
July 2018	<i>Super Meat Boy: Rival Rush</i> Team Meat Physical card game	Created digital illustrations for several cards.
Dec 2015 - June 2018	<i>Phantom Halls</i> Incendium Games PC game	Modelling, texturing, concept art on characters and environments.
Mar - Apr 2017	<i>Eternal Descent</i> Incendium Games Game prototype	Modelling, texturing, concept art on characters and environments.
Feb 2017	<i>Super Meat Boy Poster</i> Team Meat Printed poster	Created promotional 3D renders to be used for merchandise.

Oct 2014 - May 2015	<i>Sherazade: The Untold Stories</i> Vishus Productions Animated TV series	3D prop/environment modelling and texture artist.
Aug - Sep 2014	<i>The New Adventures of Figaro Pho</i> Vishus Productions Animated TV series	3D prop modelling and assembly work.

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