

Patrick Grant

Digital Artist

I.D.	
Name:	Patrick Grant
Date of Birth:	5/5/1995 (22 years old)
Residence:	Adelaide Hills, South Australia
Email:	ptgrant.art@gmail.com
Website:	http://ptgrant.com/
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
Work Experience	
Dec 2015 -	Freelance 3D modelling, texturing, concept art on PC game <i>Phantom Halls</i> and unannounced game for Near Enough Games (full-time remote)
Aug 2016 - Mar 2017	Freelance 3D modelling, texturing on unannounced game project (part-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 AVCON (made in UE4, with two other teammates)
Skills	
<ul style="list-style-type: none"> • Low and high-poly 3D modelling, experience in creating assets for both games and CGI • Texturing: strength in handpainted, can do photo-realistic too • 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, Topogun, UV Layout	