

Patrick Hillstead

3D Character Artist

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EXPERIENCE

IGG, Inc., Fremont, CA — 3D Artist

May 2017 - Present

Creating 3D characters and other 3D Assets for marketing and promotional material. Shots and assets showcased with Unreal Engine 4 and Marmoset Toolbag 3.

Livid Interactive, San Francisco, CA — Character Artist

April 2014 - February 2017

Created models, textures, simple rigs and animations for our fantasy platformer. Contributed to two major Livid internal projects, and created models and textures for various Helios produced experiences.

The Maestros — Character Artist

September 2013 - April 2014

Responsible for creating character models and textures for fantasy MOBA game built in UDK. Set to be released on Steam in 2017.

SKILLS

High resolution asset creation through 3D sculpting programs and modeling packages, such as Maya and Zbrush

Retopologizing to create animation friendly characters and low poly assets to be used with game engines

Able to create high quality texture maps with current generation texture generation and baking techniques

Strong understanding of form, lighting, and silhouette

Rigging knowledge including weighting, deformation, basic FK and IK systems, and blend shapes

Always ready to collaborate and work with team members to achieve project goals

SOFTWARE

Maya

Zbrush

Photoshop

Substance Painter

3D Coat

Unity 5

Unreal Engine 4

EDUCATION

Ex'pression College for Digital Arts, Emeryville, CA — Bachelor of Applied Science, Game Art and Design

Graduated June 2013