

Patrick Hillstead

3D Character Artist

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EXPERIENCE

Freelance 3D Character Artist

August 2019 - Present

Creating character models, animation rigs, and textures to be used for indie game projects inside of Unity and Unreal for 2 unannounced games.

Academy of Art University, San Francisco, CA — *Part-time Instructor, 6 Classes*

September 2018 - Present

Part-time instructor for 4 semesters at Academy of Art University. Instructing students on character creation techniques, 3D modeling, and digital sculpting.

IGG, Inc., Fremont, CA — *3D Artist*

May 2017 - August 2018

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

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.

SKILLS

High quality 3D model creation through 3D sculpting programs and modeling packages, such as Maya and Zbrush

Knowledge of topology and 3D optimization techniques to create animation friendly characters and low poly assets to be used with game engines

Able to create high quality game ready texture maps with Substance Painter

Strong understanding of form, lighting, and silhouette

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

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

SOFTWARE AND EXPERIENCE

Maya - 7 years

Zbrush - 7 Years

Photoshop - 5 years

Substance Painter - 5 years

3D Coat - 4 years

Unity - 4 years

Unreal Engine 4 - 3 years

EDUCATION

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

Graduated June 2013