


# Patrick Grant

## Game Artist

I.D.		
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Website:	<a href="http://ptgrant.com/">http://ptgrant.com/</a>	
Location:	Wellington, New Zealand	
Projects		
ETA 2021	<i>Bears in Space</i> Broadside Games  PC game	Creating concept art for levels and props.
ETA 2021	<i>Together in Battle</i> Sinister Design  PC game	Modelling and texturing tile-based environments.
ETA 2021	<i>Unannounced</i> Okidokico  PC game	Modelling, texturing, concept art on characters and environments. Painting in-game character portraits.
ETA 2021	<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.

<b>Employment</b>	
Dec 2015 -	Self-employed freelance game artist
Aug 2014 - May 2015	3D prop/assembly artist at Vishus Productions
<b>Education</b>	
Feb 2013 - 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	