Patrick Naughton, 3D Artist

Los Angeles, United States, pnaughtonart@gmail.com

LINKS

Online Portfolio, LinkedIn

SKILLS

3D Modeling using Blender and Maya

3D Sculpting using Blender and Zbrush

Texturing using Substance Painter and Designer

Unreal Engine and Unity

Lighting within Game Engines

Agile Methodologies

File Sharing using Github, Gitlab, and Perforce

Communication and Organization across Remote teams

EMPLOYMENT HISTORY

Feb 2024 — Present

3D Art Intern, Zygobot Studios
https://codecozy.itch.io/petrichoria

- Produced high-quality 3D assets of plants, trees, and crops following established art direction and adhering to specified poly-count limitations, utilizing Blender and SpeedTree
- Designed 3D models of food assets and props for the game's cooking system, reflecting the crops available for players to grow, using Blender
- Created hard-surface props including buildings, weapons, and set-dressing assets to help populate game maps using Blender and Substance Painter
- Designed texture maps and materials for assets using Substance Painter, Substance Designer, and Photoshop

May 2024 — Present

Game Master, Magiq Room

- Managed game statistics to track success rates, progress milestones, and customer feedback for customers using Microsoft Excel, providing insights to allow for more successful gameplay experiences
- Engaged customers with clear and concise communication, adeptly resolving inquiries and providing precise directions to enhance their experience

Jul 2024 — Oct 2025

Art Lead, Busy Bees
https://busybeesdev.itch.io/beelc

- Collaborated with other leads to establish milestone goals for each team and break those goals into tasks, and schedules using Zoom and Microsoft Teams.
- Assigned and managed tasks given to the art team, creating definitions of done, setting priorities, and giving critique to ensure assets met project requirements using Jira.
- Scheduled and managed cross-discipline development team to ensure deliverables were completed efficiently.
- Produced low poly, game ready 3D assets using Blender and Substance Painter.
- Integrated all produced elements, objects, and textures into the game-engine and levels
- Developed and maintained the artistic goals and vision through all phases of the game development cycle

Jul 2023 — Nov 2023

Freelance 3D Artist, Vekoma Rides

- Produced dynamic 3D animations for ride sequences utilizing Unreal Engine 4, adhering to client-supplied specifications
- Created intricate 3D models for buildings, set-dressing props, and ride vehicles using Blender, enriching animation sequences while guided by conceptual artwork
- Created 2D Concepts and Photo-bashes using Adobe Photoshop and Adobe Illustrator

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EDUCATION

Nov 2023 — Dec 2024

Master's of Game Design, Full Sail University
Winter Park

Program focused on production tools and an academic approach to game design, slated to graduate in 2025. School schedule would not interfer with work schedule.

Sep 2017 — Jun 2021

BFA, Interactive Media and Game Design, Savannah College of Art and Design
Savannah

Minor in Themed Entertainment Design

Graduated Cum Laude, Dean's List 2018-2021