

# Patrick Naughton, Associate Game Producer

Los Angeles | 804-405-4449 | pnaughtonart@gmail.com | <https://www.linkedin.com/in/pnaughtonart/> | <https://www.pnaughtonart.com>

## SKILLS

-Project Scheduling and Task Management (Jira, Trello)	-Prioritization	-Teamwork & Collaboration	-Cross-Functional Team Coordination	-Communication and Conflict Resolution	-Problem Solving
-Agile Methodology and Scrum Practices	-Risk Assessment & Mitigation	-Team Coordination & Delegation	-Microsoft Suite (Excel, Project)	-Documentation and Optimization Practices	-3D Art Pipelines and Tools

## WORK EXPERIENCE

### Assistant Manager

*Magiq Room- Los Angeles, May 2024 - Present*

- Managed daily operations, overseeing inventory control, task delegation, and backend processes to ensure efficient store performance and fulfillment of business objectives.
- Worked corporate team-building events and birthday parties, overseeing scheduling, payment coordination, logistics, and event flow while providing day-of support to ensure a seamless experience.
- Engaged customers with friendly and concise communication, adeptly resolving issues and answering inquiries, and handled customer engagement for 500+ reservations.

### Production Intern

*Zygobot Studios- Remote, Feb 2024 - Feb 2025*

- Coordinated QA, art, writing, and development teams through scrum meetings, stakeholder updates, issue resolution, feedback, and task assignment.
- Managed project schedules, tasks, and milestones in Jira, monitoring risks and ensuring alignment with goals and deliverables.
- Created capacity plans and burndown charts in Excel to optimize resource allocation, track progress, and identify risks.

### Freelance 3D Artist

*Vekoma Rides- Remote, August 2023-September 2023*

- Created 30-second to 2-minute real-time cinematic sequences showcasing roller coaster concepts for stakeholders, capturing dynamic real-time renders of ride experiences to align with client visions and narrative goals.
- Maintained consistent communication with clients and stakeholders to align on project goals, gather feedback, and ensure deliverables met expectations; adapted work based on input and proactively managed timelines to support smooth collaboration and on-time delivery.
- Resolved technical challenges in asset integration and rendering performance by coordinating with collaborators, optimizing workflows, and keeping deliverables on schedule.

## EDUCATION

- Master of Science in Game Design (M.S.)** *December 2024*  
*Full Sail University, Winter Park FL - Graduated Salutatorian, Summa Cum Laude*
- Bachelor of Fine Arts in Interactive Media and Game Design (B.F.A)** *June 2021*  
*Savannah College of Art and Design, Savannah - Graduated Cum Laude, Dean's List 2018-2021*

## CERTIFICATIONS

- Certified Associate in Project Management (CAPM)** *December 2024*  
*Project Management Institute - Credential ID Certification Number: 3993786*
- Certified Tester Foundation Level** *February 2024*  
*International Software Testing Qualification Board - Credential ID: 24-CTFL-00543-USA*

## GAME PROJECTS

### 3D Environment Artist on *Petrichoria*

*Code Cozy- Remote, March 2025 - Present*

- Modeled and textured optimized 3D buildings and modular kits from concept art, following stylized art direction using Substance Painter and Unreal Engine.
- Created hard-surface props and set-dressing assets, adhering to art direction and optimization guidelines in Blender and Substance Painter.
- Designed stylized, tileable textures for materials (wood, tiles, floors, rocks) in Substance Designer for buildings, props, and environments.
- UV mapped and textured 3D models from other artists, ensuring timely delivery of assets within project schedules.

### Art Lead on *BeeLC*

*Busy Bees- Remote, August 2024 - September 2024*

- Oversaw 3D, UI, and SFX art production, managing backlogs and timelines to ensure on-time delivery of in-game and promotional assets.
- Built capacity plans and burndown charts in Excel to optimize resource allocation and maintain project schedules.
- Maintained Jira production schedules, tracked deliverables, and updated status reports for team leads.
- Led biweekly team check-ins, documenting decisions, delegating tasks, and coordinating follow-through for transparent progress tracking.

### Project Lead on *Demeter Colony*

*Zygobot Studios- Remote, April 2024 - August 2024*

- Led development, managing scheduling, resource allocation, milestone tracking, and cross-disciplinary coordination.
- Built capacity plans and burndown charts in Excel to optimize resources and maintain project schedules.
- Maintained Jira schedules, tracked deliverables, and updated status reports for team leads.
- Headed biweekly team check-ins, documenting decisions, delegating tasks, and ensuring follow-through for clear progress tracking.