

Patrick Naughton, Game Designer

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

SKILLS

-Game Design Documentation & Systems Design	-Feature Design & Balancing	-Teamwork & Collaboration	-Player Engagement, Retention, and Monetization	-Knowledge of Madden and College Football Game Systems	-UI/UX Design Principles & Wireframing
-Agile Methodology and Scrum Practices	-Data-Informed Game Design	-Team Coordination & Delegation	-Microsoft Excel, Project, Jira, Confluence	-Extensive Knowledge on American Football	-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

Zygot 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.
- Collaborated with designers on designing gameplay and progression systems, contributing to balance discussions and documenting feature requirements.
- 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

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.

Level/Game Designer on *Sweet Dreams*

Code Cozy- Remote, February 2025 - February 2025

- Owned level design and player progression mechanics in collaboration with a 4-person team, ensuring mechanics were engaging and intuitive.
- Balanced difficulty and pacing within a short development cycle of a Game Jam project to maximize player satisfaction.
- Designed core character abilities and movement mechanics, ensuring controls felt responsive and complemented the game's platforming challenges.
- Documented feature concepts and task breakdowns during the jam, helping the team stay aligned and deliver a polished prototype under tight deadlines.

Project Lead on *Demeter Colony*

Zygot Studios- Remote, April 2024 - August 2024

- Led development, managing scheduling, resource allocation, milestone tracking, meetings, and cross-disciplinary coordination.
- Built capacity plans and burndown charts in Excel to optimize resources and maintain project schedules.
- Built a feature roadmap outlining core systems (seasons, colony reputation, narrative arcs) with clear milestones and KPIs for testing engagement.
- Maintained Jira schedules, tracked deliverables, and updated status reports for team leads.
- Participated in discussions for farming, combat, and social systems for sci-fi life simulation games, contributing to the balancing of progression pacing, resource management, and player choice.