

# Patrick English

3D Environment Modeling and Texture Artist

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## **Experience Summary:**

- +10 years experience creating environment models and textures for AAA and mobile games.
- Proven abilities in high-polygon subD modeling for VFX and low poly mobile game models.
- Multiple shipped open-world AAA titles gives me a unique sense for art resource management.

## Game Industry Experience:

### **Next Level Games**

***Metroid Prime: Federation Force - Nintendo***

*January 2015 - November 2015*

- Modeled and Textured entire game levels from concepts or greyblock to full completion.
- Actively consulting level designers and producers to develop unique gameplay concepts and experiences.
- Worked with Art Direction to complete assets that weren't previously conceptualized or greyblocked.
- Integration of 3DS Max assets into In-House game editor and providing level design support.

### **United Front Games**

***Sleeping Dogs - Square Enix***

***Tomb Raider - Crystal Dynamics***

***Little Big Planet Karting - Sony***

*February 2009 - September 2013*

- Designed and built modular city structures to quickly assemble and iterate on large city environments.
- Worked closely with Art Direction to achieve art style for a gritty and realistic Hong Kong inspired world.
- Provided guidance to junior artists in maintaining the established world art standards during production.
- Fully realized key mission areas from 2D concept to final modeled, textured and set dressed locations.

### **EA Blackbox**

***Skate - Electronic Arts***

***Skate 2 - Electronic Arts***

*October 2005 - January 2009*

- Modeled and Textured entire game areas from 2D concepts or greyblock to fully textured completion.
- Consulting with level designers to develop unique gameplay moments and memorable visual elements.
- Taveled to iconic Canadian and US skate locations to capture texture and location art reference.
- Helped conceptualize new visual styles for version2 of "Skate" during pre-production development.

## Film & VFX Industry Experience:

### **Rainmaker Entertainment Inc**

***Bob the Builder - Production Pitch***

***Barbie - Princess of Power***

*November 2013 - April 2014*

-Modeled various art assets for "Bob the Builder - Production Pitch"

-Modeled various art assets for "Barbie - Princess of Power"

### **Think Tank Training Centre**

***Student Mentor***

*June 2011 - September 2011*

-Mentoring VFX/Computer Animation students' demoreel productions.

-Helping students to establish good production habits, modeling edgeflow and artistic standards to meet industry expectations.

### **C.O.R.E. Feature Animation**

***The Wild - Disney***

*October 2003 - September 2005*

-Modeling and texturing environment art assets for Disney's "The Wild" fully animated feature film.

-Set dressing for "shots", various outdoor CG environments, including deep jungle sets and urban locales.

-Character finaling and digital fur management near the end of production.

## Software Experience:

**Maya, 3DS Max, Zbrush, Softimage, Solidworks, Perforce, Mudbox, Photoshop, Illustrator, Unity, Unreal, Shotgun, DevTrack, etc.**

## Education:

### **International Academy of Design and Technology**

***Computer Animation***

*September 2001 - September 2002*

### **George Brown College**

***Graphic Design & Desktop Publishing and Pre-Press***

*September 1999 - July 2001*