

Patrick Son

Independent Game Developer

Buffalo Grove, IL - Email me on Indeed: [indeed.com/r/Patrick-Son/a585db4dfef8f24e](https://www.indeed.com/r/Patrick-Son/a585db4dfef8f24e)

To obtain a job as a 3D Artist to help bring art to life and gain additional skills for my professional career as an artist.

Willing to relocate: Anywhere

Authorized to work in the US for any employer

WORK EXPERIENCE

Game Design Capstone

DePaul University - School of Computing - Chicago, IL - January 2016 to June 2016

Designated as team artist I was responsible for all of the art work that the players were going to interact with.

- Created models using the Autodesk Maya program such as Walls, Obstacles, Weapons and Player Characters, which later we put into the Unity Engine.

Global GamJam 2016 (1/29 - 31/ 2016)

- A 48 hour event where teams that are randomly formed, usually containing 4 - 5 members make a game out of a theme chosen randomly by the event hosts.
- Designed and created all the art assets for our game that followed the theme of Ritual. I created the altar room along with the altar with many candles and a figure eight race track with four racing turtles.
- We developed a game that uses the Twitch live chat system to play a racing game and match the emoji game that would be set up on a stream where players will 'Ritually' spam emoji to play.
- Awarded the Ice Award for being the most innovative and new out of 16 other teams.

Art Intern

Space Dwarves Entertainment Inc - June 2014 to September 2014

Collaborated with 20 other artists on creating art assets for their upcoming game "Bionic Space Marines"

- Visualized, designed and created items that players would interact with which were medical bags, binoculars, data chips, and water bottles.
- Created 1 - 3 models a week, and participated in weekly meetings on discussing where we were at and sometimes talked about how we were doing as a team and as individual artists.

EDUCATION

Bachelor of Science in Computer Game Development

DePaul University - Chicago, IL

September 2012 to August 2016

SKILLS

SKETCHING (8 years), Autodesk Maya (5 years), Photoshop (6 years), Traditional Art (8 years)

LINKS

<https://www.psonglowbox.com/>

CERTIFICATIONS/LICENSES

Quixel Suite - Indie License

Quixel Suite is a program used to create photo realistic textures to be put on 3d models and applied to games engines like Unity.

PUBLICATIONS

Fistful of Lasers

<http://teampandagin.weebly.com/>

June 2016

Fistful of Lasers is an arena shooter where the match goes bets of 5 and each time the player dies they go to a different arena filled with mirrors which they need to use in order to defeat their opponent.

ADDITIONAL INFORMATION

Extra Skills

- Experienced in story boarding and rough sketching using traditional and digital methods.