**RICHARD G. PATRICK**

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**OBJECTIVE**

A job in a field related to Graphic Design, specifically related to 3D modeling or video game design

**EDUCATION**

B.S. Applied Computer Graphics, Chico State University**,** Chico, CA – Graduated May 2016

Video Game Design (Minor), Chico State University, Chico, CA

Los Altos High School – Graduated June 2011

**SKILLS**

High-Poly/Subdivision Modeling

Low-Poly Game-Ready Modeling

UV Unwrapping

Texture Mapping/Baking

Basic Javascript, HTML and CSS

**SOFTWARE**

Autodesk Maya, Substance Designer, Substance Painter, Bitmap2Material, XNormal, Adobe Photoshop, UDK, Unity 5, Adobe Animate

**OTHER INTERESTS**

Photography, Aviation, RC model aircraft