



MACKENZIE KADE PATRICK

3D CHARACTER ARTIST



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Work Experience

- 2022-2024 • **Sony- Firewalk Studios**
 - Character Artist-
 - Created high fidelity characters for colorful sci-fi FPS. Modeled base characters, wearables and character skins. Created hair, detail normals, textures and fur. Collaborated across teams, assisted artists, and helped refine pipelines.
- 2020-2022 • **Blizzard Entertainment**
 - Character Artist-
 - Concepted, sculpted, textured, skinned and made FX for a variety of models on World of Warcraft. Created weapons, high profile NPC's, raid bosses, creatures, pets, mounts and armor sets.
- 2019 - 2020 • **343 Industries**
 - Fall Character Artist Associate-
 - Modeling characters, armor, texture work, re-topology and blendshapes.
- Summer 2019 • **Blizzard Entertainment**
 - Character Artist Intern-
 - Sculpted, re-topologized and textured characters on the Overwatch team.
- Summer 2018 • **Insomniac Games**
 - Character Artist Intern-
 - Sculpted, re-topologized, textured and fixed characters for Ratchet&Clank: Rift Apart
- Spring 2018 • **Hasbro**
 - Character Modeler Intern-
 - Sculpted, concepted and fixed full models/ accessories for Hasbro's different toy lines.
- 2017 - 2019 • **Game Development Network**
 - Board Officer - Vice President-
 - Selected to assist in running the club, teaching, and bringing in professionals to present and host workshops.

Skills

- Zbrush
- Substance Painter
- Substance Designer
- Topogun
- Maya
- Marvelous
- Photoshop
- 3D Coat
- Marmoset
- Unreal Engine
- 3DS Max
- Hair/Fur Creation
- Fiber Shop

Awards

- **Blizzard Student Art Competition 2019**
 - First place winner in character modeling for the World of Warcraft student art competition held by Blizzard Entertainment
- **Intel University Game Showcase**
 - Winner of the Innovation Award for our collaborative game "Vacancy"
- **SCAD Global Game Jam**
 - Best in Show - 2018
 - Themed Art Award - 2017
 - Concept Art Award - 2016
- **Advanced Placement Exam Top Score**
 - One of sixteen people world-wide to score 100% on the AP Studio Art Drawing Portfolio Exam in 2015
- **Girl Scouts - Girl Scouts of the USA**
 - Girl Scout Gold Award Recipient - Awarded to only 5.4% of all scouts nationally. Girl Scouts of USA 2015
 - Thirteen years of volunteer service.

Education

- Savannah College of Art and Design
- Major: Interactive Design & Game Development
- 3D Character Artist Specialization
- Graduated 2019
- 4.0 GPA

