

James Patton
2D/3D Artist
Huntsville, AL 35806

jimbo3d@gmail.com
www.Jimbo3d.com
(517)505-0039

Education

Full Sail University **Winter Park, FL**
Associate of Science Degree
Jan 2004 - Jun 2006
Computer Animation degree majoring in Game Character and Scene Design with a minor in preproduction.

Lansing Community College **Lansing, MI**
Illustration and Graphic Design
Aug 2000 - Jan 2002
During this time I studied Traditional Art with my main focus in Anatomy Studies and Graphic Design.

Work Experience

Aegis Technologies, Inc **Huntsville, Alabama**
2D/ 3D Artist
September 2008 – Present

My responsibilities have been modeling and texturing 3d assets for use in the commercial and military, government databases. I have helped design a workflow between Maya and Multigen Creator to increase quality and speed up productivity along with Maya training and tutorials for staff which have included modeling, texturing and rigging techniques for real time characters and environments.

Blue Street Studios **Huntsville, Alabama**
Texture Artist
November 2007-July 2008

Lead Artist
July 2008-September 2008

My position at Blue Street Studios specialized in texture painting for an unannounced PC game in the Torque Engine. Overtime it expanded to include creating 2d concept art, 3d character models, texture, rig and animate 3d assets for a web based game created with the Unity Engine. I was also highly involved in coordinating with the programming and design teams to produce the assets needed as well as the UI art creation for both game projects.

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Work Experience (Cont.)

Phoenix Concepts, LLC
X Shift Game Developer
2D/3D Artist
March 2007- November 2007

Madison, Wisconsin

I was the Lead Artist for the game project titled "X Shift Online, a science fiction MMORPG. I was responsible in helping steer the game from a 2d isometric game onto the path of a fully involved 3d game project. I was involved in the design and concept process producing storyboards, concept art, 3d pre-visualization. I coordinated with other artists on the project leading the art team, created 3d assets, concept art, texture, and rigging.

Wild Fire Games
2D/3D Artist
April 2007- November 2007

Online Mod Group

I helped out with the production of "0 A.D." as a 3d modeler and texture artist for the environment assets. Coordination with the Art director to make sure the assets were historically accurate and to the concept art created.

Film in Production " Dead Red Rose"
John Robert Brown Productions
Storyboard Artist
Dec 2006 – Feb 2007

Orlando, FL

During this project I was the films storyboard artist for the majority of the movie I worked closely with the Art Director to sketch out shots for the filming of the movie being shot for production titled, "Dead Red Rose"

Software Knowledge

Maya
Photoshop
Painter
Mudbox
Zbrush
Deep Paint 3D
3D Coat
MultiGen Creator

Artistic Knowledge

Graphic Design
Storyboarding
Clay Sculpting
Painting
Illustration
Anatomy Study