# JOEL PATTIE
# 3D ARTIST

18 Martin Avenue, Bolton, BL3 1NX – +44 7946 400 919 (UK) - joelpattie@hotmail.co.uk
https://joelpattie3d.wixsite.com/portfolio

I am a passionate and hardworking individual with experience working on both large and small scale projects. My main objective as an Artist is to produce unique and high quality artwork, whilst pushing myself to further expand my knowledge from both my own experiences and the experiences of those around me.

## SKILLS

**Software:** 3ds Max, Maya, ZBrush, Photoshop, Substance Painter, Substance Designer, SpeedTree, Quixel, 3D Coat, xNormal, RailClone, Unreal Engine 4, Unity, gMotor2, SourceTree, Plastic SCM, Tortoise SVN.

**Technical:** Organic/hard surface modelling, 2D texture and shader creation, high to low poly bake workflow, physically based rendering pipeline (PBR).

**Personal:** Excellent communication and organisation skills, good time management and able to work to strict deadlines, ability to learn new tools and quickly adapt to various pipeline techniques.

## EXPERIENCE

**Studio 397, Motorsport Games – Environment Artist** *(March 2019 - Present)*
- I am currently employed as an Environment Artist working on the simulation product, rFactor2.
Areas of Responsibility:
- Creating and modernizing geometry for real-world based racetracks
- Creating models using point cloud data
- Converting and creating textures to use PBR shaders
- Researching, developing and documenting old and new workflows
- Optimising assets and overall environments for release
- Interim Department Lead – assisting Lead Artists to help with everyday tasks, whilst providing feedback to ensure the highest possible end result

**SimBin Studios UK – Environment Artist** *(November 2017 – March 2019)*
- Contributed to the latest instalment of the GTR FIA Racing series, GTR3.
Areas of Responsibility:
- Modelling and texturing 3D environments to recreate real-world locations
- Converting materials to PBR workflow
- Creating shaders using node based system
- Developing workflows, including writing documentation for other artists' use
- Creating and upscaling 3D assets to higher quality (both model and textures)
- Optimising environment and props to run at 60fps on consoles (PS4 & Xbox)

**TT Games - QA Tester** *(September 2017 - November 2017)*
- Contributed to projects under NDA. Daily tasks would consist of finding and reporting bugs whilst conducting thorough play-tests to ensure the playability and performance of the end product.

## EDUCATION

**The University of Bolton** (2016-2017)
(MA) Games Development (Merit)

**The University of Bolton** (2013-2016)
BA (Hons) Games Art (2:1)

## HOBBIES AND INTERESTS

My main interests involve video games, and the artwork that is implemented within them. With new and improved art software being regularly released, I pride myself on further learning and developing the skills needed to fully utilise such software in order to improve my daily workflow.

## REFERENCES

**Beverley Bright**
Lead Environment Artist

**Mark Hurd**
Senior Environment Artist

Contact details available upon request.