

## CONTACT



Brisbane, Australia



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Patwatts.com

## SKILLS

3D Character Modelling

3D Prop Modelling

3D Enviroments/Set Building

Sculpting

Poly Hair

Retopology

UV Unwrapping

Texturing/Shading

Lighting/Rendering

## SOFTWARE

### 3D

Autodesk Maya

Zbrush

Substance Painter

Substance Designer

Unreal Engine 5

Redshift

### 2D

Adobe Photoshop

Adobe Illustrator

Adobe Premiere

# Patrick Watts

## 3D Asset Artist

## SUMMARY

3D Asset Artist with three years of industry experience, specialising in creating high-quality 3D models for animation and personal projects. Passionate about learning new tools and techniques to enhance workflows for character, prop, and environment design. Experience with realtime rendering for animated productions. Actively Seeking full-time or contract opportunities, either in-studio or remote, to contribute to innovative projects.

## WORK EXPERIENCE

### 3D Asset Artist | Pixel Zoo Animation Studio

February 2022 - December 2024

- Collaborated closely with team leads and cross-functional departments to ensure alignment on project goals and deliverables.
- Produced high-quality 3D models from 2D animatics, concept art, and reference materials, meeting creative and technical specifications.
- Developed clean and optimized topology for animation pipelines, including character models and rigged props, ensuring seamless performance.
- Converted STL product files provided by clients into animation-ready assets, including props and characters, adhering to project requirements.
- Create efficient and well laid out UVs for texturing
- Adhere to style guides and callout sheets to create desired models for client and directors vision
- Proven ability to meet tight deadlines and handle quick turnarounds in high-pressure production environments.

### 3D Asset Artist | Motion Logic Studios

October 2021 - December 2021

- Maintained clear and effective communication with remote employers to ensure project objectives were met.
- Designed and developed 3D models optimized for mobile game applications, adhering to technical and artistic requirements.
- Utilized PBR asset workflows to create realistic and visually appealing game assets.
- Demonstrated expertise in low-poly modeling, maintaining optimal poly count for efficient performance within a game pipeline.
- Incorporated feedback from team leads to refine and enhance models, ensuring alignment with project goals and quality standards.

## SOFT SKILLS

Strong team player with excellent collaboration skills.

Committed to continuous self-improvement and learning.

Mentor fellow artist

## REFERENCE

Available on request

## EDUCATION

**Griffith University | Bachelor of Animation**  
Major in Technical Direction  
2019 - 2021

**General Assembly | User Experience Design**  
UX Certificate  
September 2016 - November 2016

## Projects

**Baby Alive Season 4 | Pixel Zoo Animation Studio**  
Role - 3D character and Asset Artist | 2024

**LOL surprise | Pixel Zoo Animation Studio**  
Role - 3D character and Asset Artist | 2023 - 2024

**The Secrets of Sunflower Valley | Pixel Zoo Animation Studio**  
Role - FX unreal engine | 2023

**Baby Alive Season 3 | Pixel Zoo Animation Studio**  
Role - 3D character and Asset Artist | 2023

**Baby Alive Season 2 | Pixel Zoo Animation Studio**  
Role - 3D character and Asset Artist | 2023