

Resume

3D Artist - Level Design

Patrick Thomsen
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[Experience]

2K West

(2009-2010) (2012-Present)

QA Tester for 2K Games.

- Performed functionality tests for PC, PS3, and Xbox 360 builds. Titles includes: *Borderlands*, *Bioshock 2*, and *Bioshock: Infinite*.
- Experience working in a small, specialized group to perform PC compatibility and network connectivity during multiplayer games.

[Skills]

I create vivid, imaginative environmental assets and prepare them for use in the Unreal and Unity game engines. Once in engine, I can use Unreal's Kismet to create and manage events, objectives, spawn NPCs, and optimize the streaming of map levels.

Maya - Mudbox - Zbrush 4R4 - Unreal Development Kit - Unity 3.4 - Photoshop (CS5) - Nuke - After Effects - Premiere Pro - Davinci Resolve Lite - Final Cut - Mental Ray - Pixar Renderman

Perforce - Jira - Test Track Pro - Fogbugz -

[Education]

Syracuse University

(2010-2012)

College of Visual and Performing Arts - BFA Computer Art
Graduated magna cum laude with a 3.75 GPA

Siena College - Albany, NY

(2004-2008)

BA English
Graduated with Honors

[Objectives]

Combining my life-long passion for creative storytelling with 3D modeling and game design, I craft environments which provide audiences with interesting spaces to complement and enhance their overall experience.

I am an intensely determined individual, self-taught in game development toolkits like the Unreal Development Kit and the Unity game engine, and know what is required to produce quality work on a deadline both individually as well as on a team.

[References]

References available upon request.