

PATRICK BYRD

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SKILLS

- 3D MODELING
- SCULPTING
- ILLUSTRATION
- CONCEPT ART
- CHARACTER DESIGN
- TOY DESIGN
- 3D TEXTURING
- 2D ANIMATION
- 3D ANIMATION
- RIGGING

SOFTWARE

- MAYA
- ZBRUSH
- CINEMA4D
- NOMAD SCULPT
- SUBSTANCE PAINTER
- REDSHIFT
- ILLUSTRATOR
- AFTER EFFECTS
- PHOTOSHOP
- ADOBE ANIMATE/FLASH
 PROCREATE
- PROCREATE DREAMS

STRENGTHS

- CREATIVE PROBLEM SOLVER
- TEAM PLAYER
- DETAIL ORIENTED
- MEETS DEADLINES



LIFELONG DOODLER & CREATIVE WITH A PASSION FOR 90S NOSTALGIA AND EVERYTHING ANIMATED. FROM NICKELODEON TO COCOMELON, I'M AN EXPERIENCED ARTIST SPECIALIZING IN 3D MODELING & 2D ILLUSTRATION.



MOONBUG ENTERTAINMENT

3D GENERALIST

OCTOBER 2020'2023

- 3D MODELED ASSETS & ENVIRONMENTS FOR THE SHOW COCOMELON
- TEXTURED ASSETS AND ENVIRONMENTS
- PREPPED ASSETS FOR RIGGING

SPRAYGROUND

DESIGNER

AUGUST 2019 MARCH 2020

- ILLUSTRATED ASSETS FOR APPAREL
- CONCEPT ART
- TOY DESIGN
- GAIN EXPERIENCE IN APPAREL DESIGN

NICKELODEON

DESIGNER

APRIL 2017'2019

- STORYBOARD
- 2D/3D ANIMATION FOR THEIR SUMMER BUMPER ADVERTISEMENTS
- 3D MODELED ASSETS FOR NOGGIN'S PLAY ALONG VIDEO APP
- MOCKUPS FOR APP INTERACTIONS

BOXERS

ILLUSTRATOR

2015[,]PRESENT

- RESPONSIBLE FOR ILLUSTRATING THEIR MASCOT FOR VARIOUS SOCIAL & PRINT ADVERTISEMENTS
- CREATE PRINT ADS FOR SPECIAL EVENTS
- DESIGNED ALL COMPANY GRAPHICS USING ADOBE PROGRAMS
- ILLUSTRATED ASSETS FOR THE BOXERS NYC 2016 PRIDE FLOAT

EDUCATION

CHARLOTTESVILLE ALBEMARLE TECH ASSOCIATE'S DEGREE COMPUTER ANIMATION 2005;2006

INTERNATIONAL ACADEMY OF DESIGN AND TECHNOLOGY TAMPA BACHELOR'S DEGREE COMPUTER ANIMATION 2006:2010