

SAGAR PATEL

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Work Experience

2011

3D Artist Intern

Fearless Studios, *San Francisco, CA*

Create 3D characters and concept art for current/next-gen gaming. Exhausted all possibilities for key characters and was proactive in problem solving for character rigs.

2010

Freelance 3D Generalist

Tall Chair, Inc., *San Francisco, CA*

Created concept art and 3D environment assets for iPhone & iPad gaming. Developed work flow for better turnaround time between concepts and directional changes.

2009

3D Artist Intern

Tall Chair, Inc., *San Francisco, CA*

Created concept art and 3D characters for iPhone gaming.

2008

2D Previs Artist

Algorithm Animation Studios, *Columbus, OH*

Produced concept art of characters and environments for an animated short.

Education

2011

MFA, Animation & VFX (Games Modeling)

Academy of Art University, San Francisco, CA

2007

BA, New Media

Pennsylvania State University, State College, PA

Software

Maya, 3D Studio Max, Mudbox, ZBrush, Photoshop, Illustrator, After Effects, Premiere, Painter, UV Layout, Roadkill, 3D Coat, HTML, CSS, JavaScript

Game Engines

Unity, Unreal 3

VITA

2010

Cowboys vs. Zombies – 3D Creature Artist – Tall Chair, Inc.

<http://www.tallchair.com>

2009

Realistic Animation Courses – 3D Creature Artist – Academy of Art University

Honors

2010

Academy of Art University Spring Show (Winner)

“DeCom Sniper,” 3D Character Art

2010

Academy of Art University Spring Show (Winner)

“Goreilla,” 3D Character Art

2009

Academy of Art University Spring Show (Finalist)

“Fatal Champion,” 3D Character Art

2005

Fan Art – “Dwarf Rogue” and “Dwarves Don’t Mess”

Featured on Blizzard Entertainment website.

Beta Tester

Starcraft 2, World of Warcraft, World of Warcraft: Wrath of the Lich King, 2 Moons, Lord of the Rings Online, Heroes of Newerth

Societies

2008

International Game Developers Association