

# SAGAR PATEL

## 3D Character Artist

[www.sagarpatel.net](http://www.sagarpatel.net) • (415) 314-6162 • spartansp@gmail.com

### Objective

*3D Character Artist*

### Work Experience

- 2009**      **3D Artist Intern – Tall Chair, Inc., San Francisco, CA**  
Created 3D character art for iPhone. Concepted and finalized assets within client's direction.
- 2008**      **2D Pre-vis Artist – Algorithm Animation Studios, Columbus, OH**  
Produced concept art of four characters and seven environments in animated shorts.  
Developed a fast paced workflow for non-linear pipeline.

### Education

- 2010**      **MFA Candidate, 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, Dreamweaver(html & css), After Effects, Premiere, Painter, UV Layout*

### Game Engines

*Unity, Unreal 3*

### Honors

- 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*

### 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**