Patryk Kosow

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Summary

I am a creative and technically minded artist with considerable experience in video game development in PC, and Mobile.. Having a strong base in traditional arts, clay modeling, and educational/training development. Providing an informative resource to his artistic peers and a unique perspective.

Skills

3D Software: 3DS Max 2020, Maya 2017, Speedtree, ZBrush, 3D Coat, Mudbox, FaceFX, Xsens Motion Capture.
2D Software: Adobe Photoshop CC, Substance Painter and Designer, dDo, Xnormal, nDo, Crazybump
Engine: Lumberyard 1.27, Unity 5, UE4,

Experience

Environment Artist - Carbonated Inc- El Segundo, CA [Madworld]   11/2018-March 2021

♦ Created environment, props, vehicle, and flora art assets
♦ Textured with Metal/Roughness and Specular/Glossiness workflows
♦ Whiteboxed levels and scenes with story and themes
♦ Set up art pipeline for a new mobile game
♦ Configured and tested performance standards and functionality requirements on multiple iOS and Android devices.
♦ Setup game environments and scenes to conform to performance standards and functionality requirements.
♦ Troubleshooted issues with performance, visuals, functionality of art assets with gameplay, art pipeline, gameplay components.
♦ Communicated with designers, engineers, and other artists on visuals, vision, functionality of levels and art assets within the gameplay design.
♦ Managed the design, functionality, and creation of art assets for our art outsourcing team.

3D Artist - Carbonated Inc- El Segundo, CA [Racing Rivals]   02/2017-Nov 2018

♦ Modeled and textured hard surface props, cars, wheels, and environments.
♦ Re-worked simplistic Gloss/Spec shaders, lighting, and reflections for cars and wheels.
♦ Created whitebox levels with themes and atmosphere.
♦ Involved in increasing game performance by 30fps through car, track, and shader optimizations.
♦ Collaborated with Technical Director on car, track, shader, and game optimizations to achieve 60fps.
♦ Collaborated with Art Director on new art style, game shaders, optimizations, and technical limitations
♦ Worked with Hyderabad Team on creating environment and prop asset pipeline.
♦ Worked with the Lead Artist on improving asset creation pipeline
♦ Created simple tools for the asset creation pipeline from Artist and Hyderabad feedback.
♦ Collaborating with the producer and lead artist on new artistic ideas and features for the game

Associate 3D Artist - Glu Mobile- Long Beach, CA [Racing Rivals]   11/2015–02/2017

♦ Collaborated with Graphic Programmer to create simplistic Gloss/Spec PBR shaders and materials
♦ Worked with Senior 3D Artist on track and level optimizations
♦ Created new environment assets, modeling, texturing, and lighting for update
♦ Modeled high poly and low poly wheel and car assets
♦ Textured car based off concepts and real life liveries using substance painter
♦ Worked with a team to create visually appealing and accurate game assets

3D Modeler - MYMIC LLC – Norfolk, VA [APL, Signal, Sherwin Williams]   5/2013 –
11/2015

♦ Modeled high and low poly environment, prop, and vehicle assets
♦ Whiteboxed levels and scenes with stories and themes
♦ Worked with Art Director on art style and shaders for multiple projects.
♦ Created PBR Textures using metalness texture workflow in Substance Painter and Ddo
♦ Creation of low poly assets for both pc and mobile platforms
♦ High poly sculpting and character modeling in Zbrush
♦ Worked in Unity on lighting, animation, and lever design
♦ Improvement of asset creation and Unity workflow

Environment Artist - Mojo Game Studios - Pittsburgh, PA [Aderyn's Cradle]   7/2015 –
11/2015

♦ Creating high poly sculpts of environment and prop assets.
♦ Modeling low poly of environment pieces and props to be baked.
♦ Creating stylized PBR prop and tileable textures in line with the games art style
♦ Working in UE4 to make sure assets look and function correctly.

Environment Modeler - Hella Games Entertainment [The Final Stand]   7/2014 – 7/2015

♦ High and low poly hard surface and organic environment, prop, asset creation
♦ PBR Texture map creation using specular texture workflow

♦ Character and object rigging and animation creation

Environment Artist - Dominating Studios [Critical Point Incursion]   5/2013 – 6/2014
♦ Texture map creation using PBR metalness workflow
♦ UE3 material creation, light baking, lighting setup
♦ High and low poly hard surface prop and modular environment asset creation

Project Manager/3D Artist - Product Animations Inc.- Chicago, Ill   11/2010 - 3/2012
♦ Responsible for the planning, execution, and completion of each CG educational project
♦ 3D environment low and high poly creation
♦ Instruct entry level modelers with proprietary engine and pipeline
♦ Responsible for maintaining and optimization of models, textures, hit detection, and animation to ensure each scene functioned correctly

Education

Purdue University - Hammond, IN   9/2004-12/2008
Computer Science B.**S.** Major in 3D Modeling and Animation

Honors and Community Involvement
♦ Dean's List 2005-2008