

Patricia Herbert

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Summary

Experienced media arts graduate with knowledge in creating next generation quality 3D assets for game environments, also skilled in animation, conceptual artwork, and level design.

Education

The Art Institute of Dallas - December 2009

Bachelor of Fine Arts - Media Arts and Animation
Dallas, Texas

Merit Award Scholarship

Earned Merit Award in 2009 for keeping a consistent GPA over 3.0

Skills

Software: 3D Studio Max - Maya - Zbrush - Mudbox - Photoshop
XNormal - 3D Coat - Illustrator - Premiere - After Effects - Dreamweaver

- Experience in using the Unity 3D editor, and JavaScript.
- Compiled and built a functioning Unreal Tournament 3 level with custom artwork and materials using the Unreal Developers Kit, within a group of five students.

Employment History

Liquid Development - via Dallas TX - August of 2010 - Current
Contract Artist

I work from home under the direction of management to complete assets for a wide variety of clients all over North America.

ESMT Group - Dallas TX - July through August of 2010

Freelance Artist

Worked with a small team of people on an unannounced project creating various assets for use in the Unity 3D engine.

Volunteer Work

Habitat For Humanity

Contributed to the building of the Habitat for Humanity South Dallas housing development in the summer of 2009.