

PATRICK MURTY  
DIGITAL ARTIST



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## Summary

Digital Artist Experienced in the creation of next-generation interactive props and 3D environments.

## Software Skills & Experience

3D Studio Max   Maya   MEL Scripting   Unreal 3 Engine  
Photoshop   ZBrush   XNA GSE

- Creation of Current-Gen Material Sets (Diffuse ,Normal, and Spec)
- Team player and Proven Self-Starter
- Passionate Player of Video Games

## Education

Bachelors of Science (Game Art & Design)  
Art Institute of California, San Diego 2003- 2006

## Work Experience

**Double Helix/The Collective**  
**Associate Environment Artist** 2007 – 2010

- Modeling and Texturing of Props and Environments
- Creation of Assets for In Game Cinematics and Puzzles
- Communicated between Designers and Leads to Achieve Creative Vision and Goals

**Titles**  
**Silent Hill V** (Xbox 360/PS3 Sep 2008) – Environments/Props  
**GI Joe Rise of Cobra** (Xbox 360/PS3 Aug 2009) -Vehicles/Weapons  
**Front Mission Evolved** (Xbox 360/PS3 Sep 2010) - Environments/Vehicles/Weapons

Kyocera Wireless Corporation, San Diego, CA  
Senior Sales Support Rep 1999 – 2003

United States Marines Corps  
Heavy Equipment Operator/Platoon Sergeant 1994 – 1998

## Affiliations

GDC: Conference Associate  
The Ambassadors' Club: Leadership Development (AiCA)