



PATRICK HO



SAN DIEGO CA

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PROFILE

I'm a creatively versatile artist with over 10 years of pre-production and production experience in the video game industry. I'm seeking a full-time position primarily as a character concept designer, but also interested in a character artist position. I would like to be involved with a company that challenges and inspires my creativity, takes advantage of my versatility, and embraces the fantastical when creating games.

SKILLS

- Creative problem solving
- Concept design
- 3D modeling & Texturing
- Illustration
- Graphic Design

SOFTWARE

- Photoshop ●●●●●●●●
- Maya ●●●●●●●●
- Zbrush ●●●●●●●●
- Illustrator ●●●●●●●●

EDUCATION

San Jose State University (CA) / B.S. Graphic Design / Illustration Concentration

EXPERIENCE

2017 - PRESENT

Freelance

NantG Mobile (2019 - Present)

Concept Designer & 3D Artist

Responsible for concepts, models, and textures for player character armor and weapons for an upcoming mobile game. Assisted in establishing base models for the armor system.

RoboTerra (2017)

Concept Designer & Storyboard Artist for "Juno Bots", a new toy robot series prospect.

Patrick Ho Design Works (Since 2017)

Developing my own line of limited designer toys from concept to final product.

Sozotron is my first designer toy robot series officially released at Thumbprint Gallery's "Batteries Not Included" designer toy show 2020.

2000 - 2017

Daybreak Games / Sony Online Entertainment

Senior Artist

As part of the character team, my responsibilities included concept design, 3D models, textures, illustration, storyboarding, and graphic design for character related assets. Occasionally assisting the Environment, UI, or Marketing teams with their art needs. Titles include, EverQuest, EverQuest 2, Free Realms, Star Wars: The Clone Wars Adventures, Planetside 2, Landmark, H1Z1: King of the Kill, H1Z1: Just Survive.

REFERENCES

Kacey Helms

Senior Outsourcing Supervisor II Characters
Blizzard Entertainment
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Dante Fuget

Advanced Illustrator
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SOCIAL MEDIA

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