

Patrick Tsao

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Professional Experience

Primary Artist, *Constellation Comics* - Brooklyn, NY Jan 2015 - Present

Concept and character design for the comic Half-Man (www.halfmancomic.com), along with layout, pencils, inks, lettering, graphic/logo design and specialized art needs. Maintained consistency of art quality while creating an engaging science-fiction world that both matched and exceeded the writer's vision.

Self Employed, *Freelance* - Brooklyn, NY May 2012 - Present

Freelance concept and production artist for independent and small gaming companies for games made for iOS, PC, Flash and tabletop. Proficient in Unity 2d/3d pipelines. Clients include: Paracelsus Games; ODAM Publishing; Unique Games LLC

Lead Concept Artist, *Abandon Hope Games LLC.* - Brooklyn, NY Jan 2010 - Jan 2012

Spearhead art and concept production efforts for game production. Primary focus is placed on developing a powerful, yet consistent mental and visual impact for every project, working with project leads to assure the artistic message is expressed, and with gameplay designers and coders to promote strong, seamless interplay between gameplay features and visual design.

Motion Graphics Lead, *David Storey Films LLC.* - Brooklyn, NY Oct 2010 - April 2011

Comprehensive motion graphics work for a small independent horror film production. Green screen, roto, camera tracking and other special effects are utilized to turn basement-budget production into a believably horrific movie.

Illustrator/Graphic Designer, *Pasta Technology Inc.* - Ho Ho Kus, NJ Feb 2010 - Present

Graphic, web and illustration design for mascot, service and marketing materials, as well as print and packaging. www.pastatech.com

Effects Consultant, *Conley Brothers Ltd.* - Brooklyn, NY June 2009 - Oct 2009

Motion graphics consultant and effects producer, working with director and producer to solve motion graphics problems and ensure visual consistency. www.conleybrothers.com

Assistant Coordinator, *Mitsubishi Electronic Research Laboratories* - Cambridge, MA August 2008

Helped manage construction and coordination of labor and technologies at MERL's 2007 Emerging Technologies space at SIGGRAPH 2007

Independent Contractor, *Brainbucket Films Ltd.* - North Hollywood, CA July 2005 - August 2007

Production of 3d animation sequences motion graphics for short films "07" and "Into the Maelstrom" for 2007 Los Angeles 48 Hour Film Festival, focusing on producing maximum visual impact in an extremely short turnaround time.

Project Coordinator / Art Director, *The Gravity Runner Team* - Syracuse, NY January 2007 - May 2007

Project management and art direction a team of eleven people (eight digital artists and two programmers) in creating a four-level PC/Mac computer game, using the Unity engine. Creation and maintenance of the game's design document and Wiki, containing design doc, contact info and design notes, as well as up-to-date modifications of the game's code and art. Contribution to design, modeling, texturing and testing of in-game characters and objects.

Education

MS Digital Imaging and Design (SCPS), *New York University* 2007 - 2009

BFA Computer Art (Transmedia), *Syracuse University* 2003 - 2007

Skillset

Autodesk Maya, 3D Studio MAX, Lightwave, Adobe CS, Aftereffects, Premiere, Flash, AS3, MS Office, Audacity SoundForge, Corel Painter, Illustration, Motion Graphics, Concept Design, Visual Production, Pencil and Ink