

Patrick Tsao

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Professional Experience

Creative Director, Lead Artist, *Maskmaker Studios* - Brooklyn, NY June 2019 - Present

Project lead for Maskmaker Studios projects, directing artistic vision, content, visual consistency and quality of output throughout. Design, plan, produce visual assets as needed and direct design and production in larger projects. Realize client feedback and worker needs, and responding to setbacks to ensure projects stay on target. Projects overseen include animation, card games, comics, book design and document design. Clients include: Kognito Interactive; Mastercard; Paracelsus Games; S.R. Hughes; Constellation Comics; Afterverse Inc; Intercon U; Simon Gumpertz and Haeger

Primary Artist, *Constellation Comics* - Easthampton, MA (Remote) 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: 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

Team lead for 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 (Remote) Feb 2010 - September 2021

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

Education

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

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

Skillset

Creative Direction, Digital Illustration, Clip Studio Paint, Corel Painter, Adobe CS, Aftereffects, Premiere, Adobe Flash, Spine (Unity), Autodesk Maya, MS Office, Audacity, SoundForge, 2D and 3D Animation, Motion Graphics, Concept Design, Visual Production, Sequential Art, Pencil and Ink