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Patrick Shettlesworth

Objective

To conceptualize characters, objects, environments and UI for the video game industry.

Experience

2011 - Present Microsoft Games Studio Redmond, WA.
Central Media – Contract – Filter, LLC

Storyboard Artist – "Star Wars Kinect"

- Worked closely with Cinematics Director and Writer to quickly generate storyboards for several cinematic sequences on a tight deadline.
- Assisted Cinematics Director with cutting the storyboards together into animatics.
- Identified environments, objects and characters from the script that needed concepts and supplied them as needed.

2006 - 2011 Sony Online Entertainment Bellevue, WA.

Concept Artist – "The Agency", "Planetside Next"

- Created Character, Weapon, Environment and visual effects concepts.
- Worked closely with designers to create the HUD and User Interface components such as iconography, framing elements and animations treatments.
- Created logos for many of the fictional corporations in the game.
- Painted production textures for weapons and character hair.
- Painted over rough 3D environments to bring a cohesive look and feel to environments as well as solve lighting problems.
- Used Sketch-Up to create environments and objects the designers had not yet visualized to help them move forward with an idea.

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2001-2006 Microsoft Games Studio - FASA Redmond, WA.

Lead Concept Artist

- Worked with the art director to bring his visions and ideas to a 2D reality. This included the creation of Storyboards, Character sketches from rough to finished and presentation materials.
- Communicated closely with the design and development teams to create assets that work with our technologies while expressing the vision of the design team.
- Created comps and logos for use with the marketing department to make the packaging for our titles.
- Worked with the design team to create HUD mockups for UI testing.

Worked with User Experience to create a flow for the XBOX live user interface requirements that quickly replaced the template for all XBOX live first party games.