

**Alexis Patterson**  
San Diego, CA



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## Summary

Has a well rounded understanding of anatomy to produce believable concepted characters and creatures. Love of creating fantasies and world building for the creatures to live in, adding further depth and realism.

## Skills

- Photoshop
- Flash
- After Effects
- Maya
- MudBox
- Dynamic anatomy
- Color Theory
- Creative
- Versityle style
- Zbrush

## Education

The Art Institute of California, San Diego CA  
Bachelors of Science, Game Art and Design

March 2016

## Creative Experience

Animation Segment for "No Man is an Island" By Tracey Stegeman  
Global Game Jam 2014 Concepted and made assets for "My Master's Keeper"

Global Game Jam 2015 Concepted and made assets for "Monster Baes"  
Freelancing personal mascot costumes and artwork

## Awards

2011 Golden Artistry Jewelry Design Competition Runner Up  
2012 Golden Artistry Jewelry Design Competition Third Place