

Alexis Patterson

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Character and creature design with world building are at the core of my work, specializing with designs that tell a story. My main strengths are within Photoshop and Blender. Mocking up designs and communicating ideas with clients and fellow artist in collaborative settings.

Work Experience

Freelance Artist

self employed - San Diego, CA

July 2016 to Present

Created hundreds of 2D illustrations and dozens of 3D models on commission for individual clients to suit differing needs and desires. Delivering game assets, logos, character and creature designs to happy clients.

Education

Bachelor's degree in Media Arts and Animation

Art Institute of San Diego - San Diego, CA

July 2012 to July 2016

Skills

- Illustration
- Graphic Design
- Adobe Photoshop
- Video Editing
- Adobe Creative Suite
- Adobe Substance Painter
- Blender
- Krita
- Logo Design
- Adobe After Effects
- Adobe Premiere
- Maya
- ZBrush
- 3D animation
- Computer graphics

- Visual arts painting
- Drawing
- Color theory
- Collaboration
- Teamwork
- Character animation
- Character Design
- Creativity
- 2D Animation
- Game design

Links

<https://www.doverscove.com/>