PATRICK PAGUIO
Modeling | Texturing | LookDev

Profile

Hi I'm Patrick and I'm a 3D artist specialising in modeling, texturing and look development. I love learning new sets of skills to expand my knowledge and share it with other people. I'm a proactive individual with a keen interest in futuristic and sci-fi genre. Alongside personal work projects, I love doing graphics design and traditional drawing.

Skills

3D Modeling

Efficient at modeling high quality hard-surface assets and has a intermediate knowledge of sculpting organics. Proficient at topology and modeling pipeline workflows.

Texturing
Worked on mostly for hard-surface assets. In-depth knowledge of non-destructive and procedural workflow in Mari.

Look Development
In-depth knowledge of Maya and Arnold's look development workflows to achieve photoreal renders for VFX assets.

Fine Arts
Basic studies and understanding of the human anatomy under Scott Eaton's anatomy workshop.

Software Knowledge

- Maya
- Softimage
- Zbrush
- Arnold
- Mari
- Python
- Adobe: Photoshop, Illustrator
- MoI3D

Contacts

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Experience

Freelance Modeler
September 2017- 2020 | University of Hertfordshire

I was responsible for modeling high-poly background assets for short films under strict pipeline schedule.

Language

English - Fluent
Filipino - Native language

Education

BA (Hons) Visual Effects for Film and Television
September 2017- 2020 | University of Hertfordshire

A-Levels
September 2014-June 2016 | Clacton Coastal Academy

- **Mathematics** - D
- **Fine Arts** - B
- **ICT** - C