

PATRICK HILGERT

ANIMATION | GRAPHIC DESIGN | MUSIC | ILLUSTRATION

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Education

- Savannah College of Art and Design – *MA in Animation* (2017 – 2020) eLearning – GPA 3.66
- Valdosta State University – *BFA in ART* (2013 – 2017) Valdosta, Georgia – GPA 3.52

Work Experience

❖ Game Development

- *Live QA Coordinator* (2021 - Present, Torn Banner Studios)
 - Insuring demonstrable communication and organization with Community Testers and developers. Tasks include gathering feedback and bug reports from playtests, creating art assets to encourage community engagement and growth, and providing leadership support in Quality Assurance, Marketing, and Community departments.

❖ Art and Freelance

- *3D Animation, Graphic Design, Music Composition*
 - Created works demonstrating a variety of interests and genres that exceeded clients' requirements through self-motivation and collaboration. Requested work created brought out the exemplary elements of a client's given project, further adding memorability and identity.

❖ Academia

- *Part-time Instructor - Animation* (FALL 2019, Valdosta State University Department of Art)
 - Trained students in foundational 3D modeling and animation skills as they learned various animation principles and processes, retaining valuable information, and achieving creative self-expression.

❖ Performing Arts

- *Peach State Summer Theatre & Valdosta State University* (2005 – 2008, Jacque Wheeler)
 - Developed an early understanding and passion for acting. Acquired knowledge of stage performance, practices, and techniques supporting all other forms of work.

❖ Software

- *Lightwave, Maya, Motive, Blender, Photoshop, Illustrator, Premiere, Microsoft Office, Google Suite*
 - Acquired working knowledge of multiple creative software packages and possess the ability to quickly interchange them as necessitated by a given project or assignment.

Awards and Recognition

- **SCAD** – *SCAD Academic Honors* (Fall 2017 – Winter 2020)
- **SCAD** – *SCAD Artistic Honors* (Fall 2017 – Winter 2020)
- **SCAD** – *SCAD eLearning Grant* (Fall 2017 – Winter 2020)
- **VSU Student Employee of the Year** – *Top 5 Nominee* (Spring 2017)
- **VSU Undergraduate Research Symposium** – *Nominee* (IK Animation Study, Spring 2017)
- **VSU Information Technology Helpdesk** - *TSS Super Tech Award* (July – August 2016)
- **VSU** - *The Danielle Barrier Harmon Discretionary Scholarship Award* (Spring 2016)

Projects and Exhibitions

❖ 2021

- *Chivalry 2* – Videogame: *Live QA Coordinator*

❖ 2020

- *Chivalry 2* – Videogame: *Internal Tester*

❖ 2019

- *Knight Party* – SCAD Short Animated Film: *Director, Art Director, 3D Animator, Music Composer*

❖ 2017

- *Art is Hard* – *Senior Exhibition Spring 2017*, Dedo Maranville Fine Arts Gallery, Valdosta GA

❖ 2016

- *Spring 2016 Student Competition*, Dedo Maranville Fine Arts Gallery, Valdosta GA

❖ 2014

- *Presidential Gala*, Valdosta GA