

Patrick Metzler

Environment Artist

pmetz.artstation.com

pmetzler95@gmail.com

■ Fortnite - High Voltage Software ■

Environment Artist 2021-Current

Creating numerous assets for all aspects of Fortnite including the Battle Royal, Save the World, and Creative. Focused on delivering high fidelity game ready assets from concept to finish. Producing Fortnite Events by creating environment assets, laying out levels, propping the scene, and fixing bugs throughout. Assisted with the rollout of nanite by transitioning building structural pieces to the new system, helping to develop pipelines for nanite usage within Fortnite.

■ Dragon Front: Adventure - High Voltage Software ■

Environment Artist 2024

Produced terrain assets for the different environment types. Creating sand dunes for the desert, developing rocks and mountains for the winter section, and propping the market. Assisted with other environment tasks throughout development.

■ Sentinels of Freedom - Underbite Games ■

Environment Artist & Level Designer 2020

Responsible for producing fleshed out 3D environments for multiple levels. Created concepts and engaging level design while being accountable for asset implementation and delegating tasks to the environment team. Represented Underbite Games at GenCon and assisted in game promotion to consumers and companies prior to the game's Steam release on April 16, 2020

■ Howard and Wispy ■

Environment Artist 2019-2020

Developed game ready models for this stylized 3D puzzle platforming game. Worked in Unreal Engine to establish level layout, texture design, and overall feel of the game. Collaborated and maintained good communication with a small team to produce and assure that development was successful.

■ Stylized Station Zbrush Tutorial ■

Worked in collaboration with the Stylized Station Youtube channel to produce 30 minute Zbrush instructional video garnering over 54,000 views. Focusing on techniques for advanced sculpting to push quality in creating clean final sculpts. Video linked in artstation.

Education

BAS: Digital Animation & Game Design

Ferris State University 2016-2020

AAS: Programming for Electronic Games

Macomb Community College 2015-2017

Certificate:

Creating Stylized Game Assets CGMA 2020

Unreal 5 Modular Environments CGMA 2023

Expertise

- 3DS Max
- Substance Painter
- Substance Designer
- Zbrush
- Photoshop
- Unreal
- Maya
- Marmoset Toolbag