Contact

tiagopatricio.info@gmail.com

www.linkedin.com/in/tpatricio (LinkedIn)

Top Skills

Environment Art

Lighting

Texture Artist

Languages

Portuguese (Native or Bilingual)

English (Full Professional)

Honors-Awards

"Best Game" Award - ETIC Global Game Jam 2019

Tiago Patrício

3D Environment Artist

Lisbon Metropolitan Area

Summary

Portfolio & Resume: https://tpatricio.artstation.com

I work as a 3D Environment Artist dedicated to creating game-ready assets tailored for real-time game engines and pre-rendered CG scenes.

Experience

VertexBee Studios

3D Environment Artist

February 2026 - May 2026 (4 months)

Sofia, Bulgaria

Erasmus+ internship. Created stylized 3D environments for mobile, including blockout, modelling, materials, and animated shaders using Unity Shader Graph.

Implemented and optimized game assets for the Unity game engine, within project specifications.

Worked alongside senior artists and producers, attended reviews, and iterated on tasks following feedback.

Redcatpig Studio

3D Artist

December 2021 - September 2023 (1 year 10 months)

- Created various low-poly 3D assets for the Unity-based online social game 'Cryptopolis', responsible for delivering a constant flow of new props as envisioned by the Lead and Concept Artist.

- Built high-poly CG environment concepts for undisclosed titles.

Bizarre Cube

Freelance 3D Artist

August 2018 - December 2021 (3 years 5 months)

Lisbon Metropolitan Area

My independent entity, used for contract work (3D & video editing) and prototypes.

Camel 101
QA Game Tester
January 2019 - February 2019 (2 months)
Lisboa, Lisbon, Portugal

Worked closely with programmers and producers to ensure the "Those Who Remain" videogame's quality during the testing phase.
Work consisted in identifiying bugs, glitches, and isolating the conditions for reproducing them. All while suggesting possible solutions by filing reports.

SamProject
Multimedia Internship
March 2018 - July 2018 (5 months)
Portugal

Internship at the SamProject video production company.
Helped fulfill multimedia contract work such as video recording, video editing, time-lapse creation and 3D animation.
Assisted in video recordings using film-grade equipment. Operated Steadicam stabilizing technology and was entrusted with general stagehand responsibilities such as transport of delicate equipment.
Direct instruction with the Internship Coordinator, and frequently participated in workshops about the principles of cinematography such as lighting, framing, music and sound design.

Education

ETIC
Bachelor of Arts - BA, Digital and Game Art · (2024 - July 2025)

ETIC
HND, Creative Media Production · (2018 - 2020)

Escola Profissional Gustave Eiffel
Multimedia Technician, Multimedia · (2015 - 2018)