Hakob Patrikyan

Senior Creature Artist | Character Artist | 3D Generalist

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SUMMARY

Senior creature artist and character artist with more than ten years in game development. I've worked on games like PUBG, Fortnite, Star Citizen, World of Tanks and Alone in the Dark, for both large studios and small indie teams.

Creature art is my specialty: creature sculpting with realistic anatomy, high-poly detailing in ZBrush and Mudbox, retopology, UVs, baking and PBR texturing for game-ready, real-time assets. As a 3D generalist I also build environments, props, vehicles and weapons. I work fast, run speed-sculpt sessions for my team, and post one-hour creature sculpts on YouTube.

GAME CREDITS

- **StarCraft** (Blizzard Entertainment): creatures, characters, robots, weapons
- **ARK** cinematic trailer (Studio Wildcard): characters
- **Alone in the Dark** (THQ Nordic): creatures
- **PUBG: Battlegrounds** (Krafton): props, vehicles, environment
- **Fortnite** (Epic Games): weapons
- **Star Citizen** (Cloud Imperium Games): clothing
- **World of Tanks** (Wargaming): tanks, characters
- **Raji: Kaliyuga** (Nodding Heads Games): environment assets, foliage, creatures
- **Armored Warfare** (Obsidian / MY.GAMES): tanks

Additional credits: Crime Boss: Rockay City (Ingame Studios / 505 Games): environment, props · A Plague Tale: Innocence (Asobo Studio / Focus Entertainment): props

PROFESSIONAL EXPERIENCE

Senior 3D Generalist

Sperasoft (Keywords Studios) | Full-time, remote | Sep 2024 – Present

- Characters, creatures, robots and weapons for Blizzard Entertainment.
- Props, vehicles and environment assets for Krafton, and weapons for Epic Games.
- Run internal speed-sculpt sessions and help other artists with character and creature workflows.
- Work with art leads and technical artists on reviews and pipeline improvements.

Founder & Art Director

Deep Blast Studio | Own studio, alongside main role | Dec 2022 – Present

- Started and lead a team of 5 artists making characters, creatures and environments for games and cinematics.
- Environment assets, foliage and creatures for Raji: Kaliyuga by Nodding Heads Games.
- Set the art direction and review the team's work.
- Still hands-on with hero characters, creatures and marketing renders, including VR projects.
- Look after client communication, planning and deadlines.

CG Generalist

Fox3D Entertainment | Part-time contract, remote | Sep 2019 – Present

- Characters for an ARK cinematic trailer, creatures for Alone in the Dark, clothing for Star Citizen, tanks and characters for World of Tanks, and tanks for Armored Warfare.
- Environment assets and props for Crime Boss: Rockay City, and props for A Plague Tale: Innocence.
- Take assets from blockout to final render for games and marketing.

3D Generalist

Superduper | Full-time, remote | May 2023 – Nov 2023

- Characters, creatures, props and environments for mobile and PC games, built to tight performance budgets.
- Worked with design and animation to make sure assets looked and behaved right in-game.

3D Generalist

Silhouette Images Inc. | Contract, remote | Oct 2021 – Dec 2022

- Real-time and pre-rendered assets for advertising, TV and VFX shots.

3D Generalist

Leartes Studios | Contract, remote | Oct 2020 – Oct 2021

- Modular environment kits, props and hero assets for Unreal Engine and Unity.

Character & Environment Artist

Local studios in Armenia | 2013 – 2018

- Characters and environments for games and visualization projects.

SKILLS

Creature and character art: creature sculpting, creature design, realistic anatomy, character sculpting, digital sculpting, speed sculpting, hair and fur grooming (XGen), high-poly and low-poly modeling, retopology, UV unwrapping, baking, PBR texturing, game-ready optimization, LODs

Software: ZBrush, Mudbox, 3ds Max, XGen, Marvelous Designer, TopoGun, RizomUV, Substance 3D Painter, Substance 3D Designer, Marmoset Toolbag, V-Ray, Photoshop, Unreal Engine, Unity

Leadership: art direction, mentoring, reviews and feedback, client management

EDUCATION

Bachelor's Degree in Architecture

National University of Architecture and Construction of Armenia | 2012 – 2016

LANGUAGES

Armenian (native), English (fluent), Russian (fluent)

FEATURED IN

- Chaos: Monstrous materials: making Into the Void
- 80 Level: Creating a Knife Prop in 3ds Max, Substance 3D & Marmoset Toolbag
- Games Artist: Mailbox
- 3D Artist Magazine