

Patrick Burton

Real-time 3D Artist
Interactive & Experiential Media

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Real-time 3D artist specializing in interactive and experiential media, with 5+ years of experience designing game environments, museum installations, and brand experiences from first concept to final build, for clients including the NC Museum of Art, Chillhop, and the FBI. Enjoys finding creative solutions to technical problems and developing compelling visual styles supported by solid pipelines. Grounded in an industrial design background; user-centered across both physical and digital products.

Experience

Chillhop - 3D Artist

Contract (Dec 2025 - Present)

- Work asynchronously with artists and developers around the world
- Adhere to strict style constraints to promote a consistent brand language
- Translate 2D styles into 3D

LuxCor Studios - Game Artist

Contract (Feb 2025 - Aug 2025)

- Finalist in the Blue Ocean Games Rising Tide Challenge
- Published a playable pre-alpha demo on Steam
- Took the lead on art direction & design decision-making

Triptych Interactive - Lead 3D Artist

Full-time (Jul 2022 - Sep 2024)

3D Artist

Full-time (Jun 2021 - Jul 2022)

- Shipped an online educational game used in 12,000+ schools nationwide
- Meticulously reproduced historically accurate museum artifacts in 3D
- Worked with clients including the FBI, Meta, and the NC Museum of Art
- Designed & made optimized assets for web-based 3D experiences

Patrick Burton Design - Freelance Artist

Self Employed (Nov 2022 - Present)

- Built period-accurate 3D models of historic Salt Lake City architecture
- Produced an animation for a two-story LED stadium display
- Animated *Zelda*-inspired Yule log videos featured by GameChops
- Represent myself as an artist, source & manage client relationships

Electrolux & Frigidaire - Industrial Design Intern

Internship (Jan 2021 - June 2021)

Created a fun concept for a toy kitchen

Collins Aerospace/RTX - Industrial Design Intern

Internship (May 2019 - Aug 2019)

Worked within strict FAA-grade safety and quality standards

Education

North Carolina State University
Raleigh, NC

Bachelor of Industrial Design
Minor in Forest Management

Studied Abroad: Charles University
Prague, Czech Republic
Illustration & Furniture Design

Skills

Professional

Cross-disciplinary Teamwork
Complex Problem Solving
Adapting to Shifting Constraints
Organization & Time Management
Giving & Receiving Feedback

Art & Design

Visual Style Development
Environment Design
3D Modeling & Texturing
Illustration & Sketching
Animation & Motion Design
Lighting & Color Grading
Prototyping
UX/UI
Woodworking

Software & Technical

Blender
Unreal Engine
Photoshop
Figma
After Effects
Rhino
Web-based 3D
Three.js Optimization
Shader Graphs
PBR Workflows
UVs & Texture Projection
Geometry Nodes
Gaussian Splatting
AI Assisted Workflows
Version Control