

Patrick Byers

3D Designer

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PROFILE

Dynamic 3D Designer and Game Artist with a Master's in game design (Valedictorian) and hands-on studio experience creating assets and environments for Unreal Engine and Unity. Proficient in ZBrush, Maya, 3ds Max, and Fusion 360. Passionate about building immersive worlds and delivering game-ready assets that enhance player experience.

EXPERIENCE

Studio Asset Manager

January 2025 - October 2025

Zygobot Studios- Winter Park, FL

- Sourced assets from FAB marketplace or produced 30+ custom content in-house to ensure precise alignment with project needs.
- Coordinated with multiple five project leads to identify required assets for advancing game development within Unreal Engine and Unity.
- Utilized Unreal and FAB lab to streamline 100+ assets, build environments, and organize props around the level.

Asset Designer

January 2025 - October 2025

Asset Designer- Winter Park FL

- Collaborated with teams of talented individuals to design and create 50+ assets for projects utilizing different engines such as Unreal Engine and Unity.
- Utilized tools such as Zbrush, Maya, 3DS Max, and Unreal Engine 5 to aid in workflow.

2D/3D Data Imagery Editor

August 2026 – Present

Apple- WFH

- Edited, cleaned, and optimized 2D/3D imagery for use in technical documentation, digital platforms, and production pipelines.
- Applied color correction, cleanup, retopology, and visual refinement to ensure assets met quality standards.
- Ensured all visuals adhered to internal standards, compliance requirements, and documentation guidelines.

Engineering Technician

February 2026 – August 2026

TechServ- Fort Worth, TX

- Designed and engineered utility power poles, conducting structural analysis and load testing to ensure compliance with NESC standards and client requirements.
- Supervised full permitting workflow, securing clearances and approvals from city/state agencies to maintain project schedules.
- Performed pre-construction testing and validation, identifying issues early and delivering finalized, manufacturing-ready designs.

TECHNICAL SKILLS

3D Modeling • ZBrush • Maya • 3ds Max • Blender • Fusion 360 • AutoCAD • SolidWorks • Unreal Engine • Unity • Substance Painter • C++

SKILLS

Environmental Design • Game Design • Sculpting • Diegetic UI • Adobe Photoshop • Premiere Pro • Jira

EDUCATION

Master of Science in Game Design (M.S.)

October 2025

Full Sail University, Winter Park FL

Thesis: Diegetic UI systems.

Valedictorian | 3.96 GPA.

Bachelor of Art in Game Design (B.A)

September 2024

Southern New Hampshire University, Manchester, NH