

PATRICK PERRIER

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WORK EXPERIENCE

IMAGO - ACADEMY OF ART & DESIGN

CEO

September 2020-Present

- Confer with board members, organization officials, or staff members to discuss issues, coordinate activities, or resolve problems.
- Analyze operations to evaluate performance of a company or its staff in meeting objectives or to determine areas of potential cost reduction, program improvement, or policy change.
- Direct or coordinate activities of businesses or departments concerned with production, pricing, sales, or distribution of products.
- Preside over or serve on boards of directors, management committees, or other governing boards.

UMBRA

SOLO DEVELOPER

- Manage and realize all aspects of a Game development cycle
- Aprofundate my knowledge of tools such as but not limited to Unreal, Quixel, Photoshop and Maya

LUNA

PRODUCER AND LEAD COMBAT DESIGNER

- Organize a team of Designers, Programers and Artists to achieve a common goal and result in a great gaming experience
- Create a engaging combat experience

EDUCATION

LASALLE COLLEGE VANCOUVER

GAME ART & DESIGN

September 2020-Present

IMAGO - ACADEMY OF ART & DESIGN

DIPLOMA OF FINE/STUDIO ART

KAPLAN INTERNATIONAL PATHWAY

CERTIFICATE OF ENGLISH LANGUAGE AND LITERATURE

July 2018-December 2018

SKILLS

Unreal Engine 4
Unity
Photoshop
C#
Maya
Microsoft Suite

INTERESTS

- Video Games
- Tabletop RPG's
- Wargames & History
- Science