

# Pat Torfe

## Profile

An energetic and versatile artist with a strong knowledge base, combining skills in various areas of production. Experienced in achieving success with several software development projects. Highly motivated, with meticulous attention to detail, excels at human interaction, and able to manage both time and resources to maximize productivity.

## Published Titles

**The Smurfs' Village** (iOS, Android) – 2015-2016

[www.beeline-i.com/product.php?id=59](http://www.beeline-i.com/product.php?id=59)

**Beet Party Uprooted: The Game** (iOS) - 2014

[www.toonboxent.com/beet-party](http://www.toonboxent.com/beet-party)

**The Beet Party: Beet Medley** (PC) - 2012

[www.toonboxent.com/beet-party](http://www.toonboxent.com/beet-party)

**Dark Sector** (XBOX 360, PlayStation 3, PC) - 2008

[www.digitalextremes.com/games/dark-sector](http://www.digitalextremes.com/games/dark-sector)

## Technical Skills

### *3D Applications:*

- Autodesk 3ds Max, Autodesk Maya, Autodesk Mudbox, Pixologic ZBrush, The Foundry MARI, Topogun, Headus UVLayout, XNormal

### *Graphics Applications:*

- Adobe Creative Cloud

### *Game Engines:*

- Unity 5, Unreal Engine 4

### *Scripting:*

- HTML, JavaScript, ActionScript 3

### *Other:*

- Microsoft Office Suite
- JIRA
- Jenkins
- Mixpanel

## Education

Game Development, Ontario College Advanced Diploma - 2013

George Brown College

Multimedia Production, Ontario College Advanced Diploma - 2007

Confederation College

English Literature Bachelor of Arts Degree - 2009

Lakehead University

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## Work Experience

*2015-2016*

Beeline Interactive

*beeline-i.com*

Quality Assurance Technician

- Performed bug-checking for the mobile game Smurfs' Village for the Android and iOS platforms.
- Duties included testing newly-added features to the game for proper functionality such as new items/areas/minigames, the purchasing of in-game items and currency, running update tests to ensure proper user experience between new and old versions, assembling screenshots across various devices to promote new features and items, and monitoring analytics.

*2012-2013*

Rough & Tumble Games

*roughandtumblegames.com*

3D Modeler/2D Artist

- Assisted in developing a variety of games for mobile and web-based platforms.
- Assigned to model and texture low-poly props, characters, and concept art.

*2007*

Digital Extremes

*digitalextremes.com*

Junior Artist

- Character modeling/optimization and unwrapping of UVs for lightmaps.
- Created trim maps and mesh optimization for environments.

*2012-2016*

Bloody Disgusting

*bloody-disgusting.com*

Blu-Ray/DVD Reviewer

- Reviewed and critiqued retail Blu-Ray and DVDs of horror films, including audio, video and supplemental material on a semi-weekly basis.
- Prior to a wider release, screeners of independent horror films are reviewed and catalogued.

## Hobbies/Interests

- Playing video games
- Watching horror/sci-fi movies
- Discussing Canadian politics

## References

- References available upon request.