

# Tom Fitzpatrick

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creationsoftom.com

## PROFESSIONAL PROFILE

Concept and character artist in formal training, focused on production-ready modeling and visual development. Background in software engineering and systems integration supports structured iteration, cross-discipline collaboration, and awareness of downstream technical needs.

### DISCIPLINE

Concept & Character Art

### PRIMARY TOOLS

Maya  
Photoshop

### ADDITIONAL TOOLS

Illustrator  
Krita  
GIMP  
InDesign

### EDUCATION

A.S. Digital Imaging  
Hudson Valley Community College  
2026

A.S. Computer Information Systems  
Hudson Valley Community College

A.A.S. Electronics Technology  
ITT Technical Institute

### Additional Professional Experience

Owner, Good Clip Landscapes - 2014 – Present

Manage client relationships, scope definition, scheduling, and delivery. Maintain accountability for estimates, deadlines, and quality of finished work.

Programmer/Systems Specialist, NYS Agencies - 2007 – 2014

Delivered production software and integrations in multi-team, compliance-driven environments. Worked with stakeholders, participated in structured review processes, and maintained long-lifecycle systems requiring reliability and documentation.

### SELECTED PROJECTS

#### Procedural Raven Study – Processing / Java

Constructed a stylized raven from layered primitive forms with staged material and value separation. Implemented timed eyelid animation to simulate a blink sequence while preserving silhouette clarity. Revised sequencing and transitions following critique while maintaining artistic intent.

#### Charcoal Still Life

High-contrast observational rendering emphasizing value hierarchy, edge discipline, and subtle tonal transitions across shadow regions.

#### Robot Character Rig & Pose – Maya

Modeled a modular hard-surface figure and established functional pivots for head and limb articulation. Enabled stable full-body posing while exploring control usability and deformation paths.

#### Anatomy & Pose Sketchbook Series

Completed extended run of human and animal gesture studies to strengthen proportion, facial construction, and expressiveness. Demonstrated visible progression in eye structure, brow mechanics, and line confidence.