

PATRICK THOMPSON – TARGET TITLE

Austin, TX | 239-316-2873 | patthompson008@gmail.com | pkgameart.com | LinkedIn

CREATIVE DIRECTION | PEOPLE DEVELOPMENT | CREATIVE SYSTEMS & AI-ASSISTED WORKFLOWS

Multidisciplinary Art Director and game-development creative leader with 12+ years of experience strengthening games through visual direction, hands-on creative expertise, and cross-functional collaboration. Creator, Coach, and Builder skilled in developing artists, elevating creative quality, and building scalable Unity, preproduction, and AI-assisted workflows that improve how multidisciplinary teams create.

CORE COMPETENCIES

Creative Leadership, Production & Technical Direction: Art Direction | Game Development & Production | Creative Leadership | Team Leadership, Coaching & Mentoring | Creative Review & Feedback | Cross-Functional Collaboration | Game Design & Product Planning | Creative Operations | Preproduction Systems | Workflow & Pipeline Design | Technical Art Leadership | Change & Studio Integration | Vendor & Contractor Management | Illustration | Concept Development | Animation | Motion Design | VFX | UI / Graphic Design

Tools, Technology & AI: Adobe Photoshop | Adobe After Effects | Adobe Illustrator | Adobe Substance | Unity | Spine | ZBrush | Jira | Confluence | SharePoint | LucidLink | Smartsheet | Microsoft 365 | Excel | Perforce | GitHub | ChatGPT | Gemini | Adobe Firefly | Comfy UI | Stable Diffusion | Meshy AI

PROFESSIONAL EXPERIENCE

INTUICODE GAMING | EVERI HOLDINGS | IGT

Continuous career progression through acquisition and merger | Jan 2019 - Jul 2026

Selected Work: Battleship (*Hasbro Licensed IP*) | Dynamite Pop Diamond | Smokin' Hot Stuff: Money Bomb | Jackpot Express | Player Classic Illinois (*13-Title Multigame*) | Zhao Cai Jin Bao (*Golden Cat*)

ART DIRECTOR | IGT

Jul 2025 - Jul 2026

- Co-established shared systems, working practices, and studio identity across a newly combined ~100-person organization during the Everi-IGT merger by serving on the studio's core stakeholder group and directing Austin video art teams.
- Led 7 direct and 10 indirect reports while contributing to onboarding, documentation, cross-discipline agreements, and culture-building initiatives.
- Advanced AI experimentation into a more practical, artist-centered creative methodology by refining earlier work into the "Start with Art" approach.
- Maintained artist-led ideation and preproduction while introducing safeguards for quality, reproducibility, authorship, and legal compliance.
- Supported greater alignment of creative operations through the Everi-IGT integration as an Art and creative-operations subject matter expert.
- Compared roles, tools, and workflows across Unity, Technical Art, asset/font management, cabinet tech, and AI systems.

ART DIRECTOR | EVERI HOLDINGS

May 2022 - Jun 2025

- Strengthened visual quality and creative consistency across multiple game-art teams in two distinct studios by directing original and licensed IP, premium, HHR, VLT/multigame, porting, and Class III titles while aligning separate stakeholders, production processes, and Jira workflows.
- Collaborated on in-flight projects to improve theme, readability, animation, VFX, and final polish.
- Expanded Unity development capability beyond individual games and studios by spearheading art-side adoption and defining artist workflows and the Technical Artist role.
- Created a 10-part "Unity for Artists" curriculum with training exercises, troubleshooting resources, and workshops.
- Explored emerging AI tools for game ideation and preproduction, developing practical artist-led methods around quality, reproducibility, and production use.
- Created a clearer, repeatable path from early game concept to production-ready execution by designing a structured preproduction pipeline; included theme exploration, blueslines, value/color studies, storyboards, approvals, and Jira-ready backlogs.
- Strengthened the studio's creative and technical leadership bench while leading up to 10 direct reports and 20 total contributors, including four Art Leads.

Patrick Thompson | 239.316.2873 | patthompson008@gmail.com

- Coached leads, artists, and technical artists through feedback, stretch assignments, mentorship, and promotion support.
- Broadened participation in game ideation and created a more visible path for promising concepts by building a Microsoft Teams and Lists idea system.
- Enabled cross-discipline pitching and voting, with top ideas advancing to showcase and production.
- Improved onboarding and knowledge continuity following Intuicode's integration into Everi by developing a living wiki and onboarding resource.
- Documented tools, workflows, repositories, software, and key organizational knowledge for the transitioning team.

CREATIVE DIRECTOR | INTUICODE GAMING CORPORATION

Jan 2019 - May 2022

- Quadrupled annual game production from ~2–3 titles to 10 while elevating visual quality to competitive casino-market standards.
- Art-directed 40+ HHR titles and established scalable creative and production practices.
- Helped grow the studio to ~3x its original size and strengthened its internal art capability by hiring, onboarding, and training artists in game-development pipelines.
- Expanded team skills through coaching, research, and stretch assignments.
- Established a Unity-based development capability that expanded the studio's creative and technical capacity by leading the transition from Flash.
- Defined workflows, built training materials and sandbox projects, and guided early adoption.
- Maintained creative direction and production continuity through rapid growth, COVID remote operations, and acquisition.
- Oversaw reviews, production coordination, outsourcing, and performance development while contributing hands-on art.

GRAPHIC ARTIST III (SENIOR) | CADILLAC JACK / AGS

Jul 2014 - Sep 2017 | Austin, TX

Selected Work: *Fu Panda Extreme Jackpots* | *Da Ji Da Li (Golden Wins)* | *Divine Moon* | *Wild China* | Chinatown Luck

- Earned promotion from Artist II to Artist III (Senior) within ~1 year and became a go-to animation resource. Advanced After Effects and motion design skills while sharing tools, presets, and training peers.
- Helped establish AGS's early Unity capability and contributed to the company's first Unity-based slot game. Partnered with developers to test implementation and define effective artist-engine workflows.
- Expanded shared rendering capacity and improved After Effects and 3D production workflows by identifying a rendering bottleneck and partnering with IT to build a networked render farm from available hardware.
- Supported games from concept through completion by producing concept art, illustration, animation, and VFX while also contributing to artist interviewing, onboarding, and mentorship.

OWNER / ARTIST | PK GAME ART AND ILLUSTRATION (Freelance / Concurrent)

Mar 2011 - Feb 2020

- Built and operated a nine-year independent game-art and illustration practice delivering art, animation, VFX, and motion design for indie and commercial clients.
- Managed proposals, contracts, schedules, invoicing, production, and delivery.
- Expanded into larger commercial creative engagements, including work involving Mattel, by providing art direction and recruiting additional artists.
- Delegated work and coordinated delivery while remaining hands-on in production.

EARLIER EXPERIENCE as **ASSISTANT DIRECTOR / EFL TEACHER** with **Buckland International Education Group in China**, training and supporting 100+ foreign teachers annually, authoring and illustrating the *Non-Stop Talking* textbook series used across 100+ schools, and earning 1st Prize in the Guangxi Province English Teaching Competition before an audience of 1,000+ English teachers.

EDUCATION & PROFESSIONAL DEVELOPMENT

Advanced Digital Painting Coursework | Gnomon School of Visual Effects

Illustration Studies | Brigham Young University

TEFL Certification | International TEFL and TESOL Training (ITTT)

ADDITIONAL LANGUAGE: Mandarin Chinese - Conversational