

Evan Wright

3D Assets | Tech Art | Game Design

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EDUCATION

University of Southern California

Game Art BFA & Game Programming Minor (Fall 2019 - Spring 2025)

Worked on several group game projects, including some of USC's Advanced Game Projects.

Titles worked on include "Smoke Break" (Rigging, Modeling, & Texturing) | "Sorelle" (Modeling & Texturing) | "Shimmerfish" (Game Design & Programming) | "Bloobo" (Background Artist)

SKILLS

The Entire 3D Asset Pipeline: Hard-Surface & Organic Modeling (Maya / Z-Brush), UV-Mapping, PBR Texturing (Substance Painter), Weight Painting & Control Rigs (Maya), Animating (including facial expressions, action timing, & lip-sync), Optimizing (making LODs, removing hidden polygons, etc.), and Asset Implementation. (into Unity, Unreal Engine, etc.)

Experience with 3D Props, Characters, Animals, Trees / Plants, and Structures.

Various Tech Art Skills: 3D digital set lighting, rigging, particle systems, scene optimization, rendering, etc.

Game Design & Experience Refinement: Directing & communicating the creation of parts of an experience in alignment with goals & plans established for the users & the developers.

Educating Others: Taught people of various ages (children, teens, and college students) in individual and group settings how to create things in various softwares including GDevelop, Maya, Unity, Scratch, Photoshop, Krita, and more.

EXPERIENCE

Easley Dunn Productions - *Internship* (May 2025 - Present)

- Creating stylized, riggable 3D characters for an upcoming game project.
- Doing visual glow-ups and optimizations of levels in the game RobotRace (App Store)

USC's Information Technology Program - *Class Assistant* (August 2024 - May 2025)

- Helped with "Technical Animation for Games" and "Animation in Unreal Engine" courses.
- Assisted teachers in answering students' questions and keeping course material and student submissions organized throughout the semesters.
- Contact : Scott Easley, Senior Lecturer USC Games, USC Viterbi School of Engineering - seasley@usc.edu

YouthTech Inc - *Summer Game Dev Class Youth Instructor* (Summer 2025 & Summer 2026)

- Led week-long summer camps introducing youth to game development and digital storytelling using various digital programs.
- Modernized the curriculum to fit the needs of the students and other educators.

SOFTWARE / LANGUAGES

Maya | Substance Painter | Unity | Unreal Engine 5 | Unreal Blueprints | ZBrush | GDevelop | Advanced Skeleton | Procreate | Photoshop | Illustrator | Davinci Resolve | C# | C++ | Java