

Evan Wright

3D Asset Development | 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.

"2D to 3D AI-Assisted" Asset Pipeline: Experimenting with how to transform 2D illustrations into 3D models with AI tools (such as Rodin or Meshy), and then manually refining / cleaning up those models up to be production-level quality.

EXPERIENCE

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

- Creating stylized, riggable 3D characters for an upcoming game project.

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* (June 2025 - July 2025)

- Led week-long summer camps introducing youth to game development and digital storytelling using Unity and beginner-friendly tools.

SOFTWARE / LANGUAGES

Maya | Substance Painter | Unity | Unreal Engine 5 | Unreal Blueprints | ZBrush | Niagara Particles
Advanced Skeleton | Hyper3D Rodin | Procreate | Photoshop | Illustrator | Davinci Resolve
Houdini | C# | C++ | Java | Python | Visual Scripting