Evan Wright

Game Design | Technical Art | 3D Asset Pipeline

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EDUCATION

University of Southern California (USC)
Bachelor of Fine Arts (BFA), Game Art + Video Game Programming Minor

08/2019 - Present   *3.84 GPA*
Group Projects:

- **Confiscated:** Technical Art, 3D Modeling, Animation, Rigging
- **Bloobo:** Environmental Art, Illustration, Concept Art
- **Sorelle:** Character Design, 3D Modeling, Texturing
- **Shimmerfish:** Interface Design, Unity C# Programming

TECHNICAL SKILLS

3D Modeling	Create 3D models via Autodesk Maya. High-poly or low poly meshes of humans, animals, structures & props.
Animation	Design movement loops for rigged characters, facial expressions, lip sync. Usage of Animator Controllers.
Rigging	Build Rigs for humanoids or creatures. Refine movement via skinning and displacement maps.
Texturing	Make efficient UVs. Texture models in Substance Painter. Make PBR materials in Substance Designer.
Shaders & VFX	Make pixel & vertex shaders. Particle systems for real-time character / environmental visual effects.
Programming	Create & debug C++ programs, object-oriented programming, asset implementation. Version control.
Digital Sculpting	Sculpt realistic organic surfaces in ZBrush as part of the Maya > ZBrush > Substance pipeline.

SOFTWARE / LANGUAGES

Unity   Unreal Engine 5   Unreal Blueprints   Autodesk Maya   ZBrush   Substance Painter   Substance Designer

Photoshop   Illustrator   Perforce   Github   Python   Visual Scripting   Niagra Particles   C++   C#

WORK EXPERIENCE

Learning Assistant (LA)
University of Southern California (USC)

08/2024 - Present   *Los Angeles, CA*
ITP 371: Technical Character Animation for Games
Achievements/Tasks

- Assisted professor with class operations, provided technical support to students & collaborated on course content.

Contact : Scott Easley, Senior Lecturer USC Games, USC Viterbi School of Engineering   - seasley@usc.edu

Attractions
Legoland California

11/2017 - 01/2020   *Carlsbad, CA*
Achievements/Tasks

- Operated attractions, assisted guests with special needs & ensured safety.