EVAN WRIGHT

Interactive Entertainment | Game Design

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EDUCATION

University of Southern California (USC)
May 2025 (Expected) | Los Angeles, CA | 3.85 GPA
BA Interactive Entertainment (Game Design)
Specializing in 3D Modeling, Character Design, and Animation

TECHNICAL SKILLS

3D Modeling
Skilled at creating detailed 3D models using Autodesk Maya. Capable of producing both high-poly and low poly versions of humans, animals, creatures, and props.

Digital Sculpting
Capable of creating realistic organic surfaces as part of the Maya > ZBrush > Substance pipeline.

Texturing
Confident in creating efficient UVs for meshes and developing Physically Based Rendering (PBR) materials. Experienced in texturing models using Substance Painter and exporting texture maps for use in games.

Animation
Proficient in producing animations and movement loops for rigged characters, including facial expressions and lip sync. Able to create basic visual effects including fire, water & particles.

Lighting
Confident in properly lighting and rendering environments, characters, and objects to enhance readability and convey a desired mood.

Illustration
Experienced in the creative process, including characters, environments, architecture, anatomy, and graphic design. Able to match an established art style and iterate based on feedback.

Programming
Able to create & debug simple C++ programs. Basic knowledge of object-oriented programming / scripting for projects in game engines. Familiar with Perforce and GitHub.

ADDITIONAL WORK / EXPERIENCE

Service Mission
2020-2022 | Ogden, UT
Developed interpersonal and leadership skills while helping others.

Legoland
2017-2020 | Carlsbad, CA
Operated attractions, assisted guests with needs & ensured safety.

Scouting
2011-2017 | San Diego, CA
Eagle Scout Project of the Year (Western US). Earned all 147 badges.

GROUP PROJECTS

Sorelle Game.

My Roles:
- *Character Design*
- *3D Modeling*
- *Texturing*

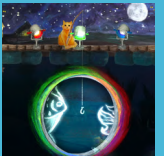
Bloobo Game

My Roles:
- *Level Backgrounds*
- *Illustrations*
- *Concept Art*

Shimmerfish Game

My Roles:
- *Game Design*
- *Interface Design*
- *Unity C# Programming*

INDIVIDUAL PROJECTS

Velociraptor Model

Tools:
- *Maya*
- *ZBrush*
- *Substance Painter*

Hot Wheels Track

Tools:
- *Maya*
- *Substance Painter*

Misc Props

Tools:
- *Maya*
- *Substance Painter*

SOFTWARE

- Autodesk Maya
- ZBrush
- Substance Painter
- Procreate
- Unity
- Unreal Engine 5
- Adobe Photoshop / Illustrator