

Evan Gasper

Portfolio: <https://evangasper.artstation.com>
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Objective

Experienced professional 3D Environment Artist and US ARMY Veteran seeking to fill an open role.

Key Qualifications

- Skilled in 3D hard surface and organic modeling.
- Thorough knowledge of game engines.
- Great texturing and material authoring ability.
- Fluent in game optimization pipelines.
- Proficiency in rigging and environmental animations.
- Independent and studio game experience.
- Well rounded Artistic and Technical ability.
- US ARMY Veteran of 2 foreign wars (OEF) (OIF).

Game Development Work

Technical Artist - Monarc Gaming Labs

April 2018 - Current

- Maintains and improves art pipeline.
- Implements all game UI.
- Responsible for optimization of meshes, sprites and particle systems.
- Builds, implements and maintains code.
- Responsible for maintaining Sourcetree Source control software.

3D Environment Artist - Swihart Studios

July 2017 - April 2018

- Built and maintained real world environments and models for Princess Cruise Lines.
- Responsible for modeling, UVing, texturing and implementing all models, materials, textures and lights into Unity 3D.
- Responsible for the creation of LODs for each real world location.

3D Environment Artist - Imbellus (Contract)

Feb 2016 - July 2017

- Responsible for animations, rigging, texturing and implementation of various models.
- Responsible for the maintenance of Perforce source control software.
- Responsible for the implementation of Pathfinding AI and behavior trees.

Technical Artist - Deep Blue Worlds

Nov 2015 - Feb 2016

- Responsible for retopologizing scan model data captured during photogrammetry.
- Optimized game environments and lighting rigs for various iOS games.
- Created low overhead particle system for low end Android devices.

Military Service - Geospatial Engineer

Feb 2001 - July 2011

- 10 years of honorable government service.
- Multiple awards and achievements.
- Multiple overseas combat tours.
- Maintained upwards of \$1,000,000.00 of military GIS hardware and software.

Education

Bachelors of Science - Art Institute Of California Inland Empire

Feb 2012 - March 2016

- Graduated with a 3.85 GPA.
- Concentration in Game art and Design.

Masters of Fine Art - Academy Of Art San Francisco

June 2018 - Current

- Concentration in environmental modeling.

Professional Leadership Development Course

May 2004 - July 2004

- Military leadership training

Senior Non commissioned Officer Leadership Course

Dec 2007

- NATO Leadership conference

References

Available upon request or via LinkedIn.