

Evan John

Portfolio

www.evjohn.com

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evan@evjohn.com

I am a graduate from the University of Hertfordshire. Through my studies and personal projects, I have developed the necessary skills to successfully and efficiently create environments for video games through means such as modular kits, trim sheets and tiling textures. From my work in Team Fortress 2 I have gained valuable insight into working under strict guidelines in regards to polycount and texture size, also gaining knowledge on LOD creation. Since I began learning 3D modeling in 2013 I have improved my skills and am confident in the processes required to make models for video games. I am now trying to progress my career in the games industry and would love to work in a studio with like-minded individuals.

QUALIFICATIONS

The University of Hertfordshire, Hatfield

September 2015 to May 2018

BA (Honours) Games art and Design - First Class

Peter Symonds College, Winchester

September 2013 to June 2015

A Levels - Art - B, Media Studies - A, Graphic Design – B

PROGRAMME PROFICIENCIES

- Maya

I have been using Maya since 2015 for all modeling related processes and am very confident in the program.

- zBrush

zBrush is used in all my high poly sculpts. I have been using the program since 2014 in virtually every project since I started modeling.

- Substance Painter

I use substance painter to bake and texture individual assets that can't be created with tiling textures or trim sheets. Substance painter is my go-to texturing program and I am confident in using it.

- Substance Designer

I use Substance Designer to create all my tiling textures. I also use Designer to create materials for Substance Painter.

- Unreal Engine 4

I am comfortable in most aspects of this program however am most confident in material creation, lighting and map design.

- Photoshop

Previously used for texturing but more recently used for making LUTs, checking colour values and other quick tasks

EMPLOYMENT HISTORY

Valve, USA

From: July 2013 To: Present

I create cosmetic items which have been accepted into the game Team Fortress 2, a stylised team based first person shooter.

I continue to design items and have them accepted which has paid for me through University. When creating items for TF2 I have to consider poly count and texture size which are limited to 1400 for LOD0, 1000 for LOD1 and 700 for LOD2, the maximum texture size is 512x. For this I use the programmes listed above.

HOBBIES

I am a fan of video games and have played many genres over the years but recently I have been more interested in learning about how the games were made rather than playing them! I still enjoy a game of overwatch with friends and have also been enjoying more single player games recently as I can take my time and explore every part of the game. I like to have hobbies that don't involve a computer as I enjoy getting out into the world and meeting new people, during uni I did this by playing DnD with course mates and one of our lecturers who kindly agreed to be our Dungeon Master. I like to hike so every now and again me and my friend will go on a weekend camping adventure to somewhere like the lake district or more recently Snowdon. I am also interested in sailing and have just done my Competent crew certificate, I now want to get better at sailing by joining a dingy sailing club.

REFERENCES

Available on request