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www.e2gamedev.com



EDUCATION

Bachelor of Science in Media & Information, Minor in Game Design & Development

Michigan State University,
East Lansing, MI
2013 – 2017

SOFTWARE

Unity
Unreal Engine
Maya
Photoshop
Blender
Houdini
Substance Designer
Substance Painter
ZBrush
Da Vinci Resolve
3DS Max

PROGRAMMING

C#
Python
HLSL
C++

AWARDS & RECOGNITIONS

GDC 2024 Speaker, "Embracing Art
Performance on Diablo IV"

A strike I developed—"Warden of
Nothing"—in *Destiny 2: Forsaken*
received critical acclaim as "the best
strike in *Destiny*" (Twinfinite, 2018)

Vice President of Spartasoft (MSU's
Game Dev Club) 2016-2017

Recipient of Eagle Scout, Boy
Scouts of America, 2013

EVAN EDWARDS

TECHNICAL ARTIST

I am a Senior-level Technical Artist with a focus on graphics, shaders, and performance. My contributions to multiple AAA titles include shader development, performance optimization, tool creation, and even proceduralism with Houdini. I have a passion for optimizing workflows and creating pixel-perfect game worlds.

PROFESSIONAL EXPERIENCE

SENIOR TECHNICAL ARTIST I, GRAPHICS (Diablo IV)

Blizzard Entertainment / Irvine, CA (Remote) / July 2020 – Present

- Managed, documented, and contributed to shader libraries for VFX, characters, and environments.
- Assisted artists in the creation of complex shader effects.
- Collaborated with engineers to debug graphical, performance, and workflow issues on behalf of the art teams
- Drove initiatives for performance, workflow, and artistic improvements to *Diablo IV*.

TECHNICAL ARTIST (Call of Duty: Black Ops Cold War)

High Moon Studios / Carlsbad, CA / August 2019 – July 2020

- Helped integrate Houdini into the VFX art pipeline by programming a simulation exporter to rig destruction simulations into game-ready animations
- Created a library of Houdini Digital Assets to assist FX and Environment art in their workflows
- Optimized single-player levels, setting guidelines and workflows for the VFX and Environment Art teams to follow

TECHNICAL ARTIST (Call of Duty: Modern Warfare)

High Moon Studios / Carlsbad, CA / May 2018 – August 2019

- Wrote various libraries in C# and Python to assist in the creation of asset-management tools
- Developed map-parsing tools to give artists and designers a top down view of asset usage in their levels
- Investigated rendering problems across multiple levels and worked with artists and designers to implement solutions
- Collaborated with artists and designers to ensure performance goals were met

ASSOCIATE TECHNICAL ARTIST (Destiny 2: Forsaken)

High Moon Studios / Carlsbad, CA / May 2017 – May 2018

- Created high quality VFX and shader content for interactive and visual elements
- Worked alongside artists and designers to debug content issues
- Collaborated across depts to ensure visual goals were hit and gameplay needs were met
- Analyzed and documented performance and memory related issues