(517)-899-9312

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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
Adobe Premiere
3DS Max

PROGRAMMING

C#
Python
HLSL
C++

AWARDS & RECOGNITIONS

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

My game 'Trailblazers' was awarded Best in Show at MSU Game Dev Showcase, 2016

Recipient of Eagle Scout, Boy Scouts of America, 2013

EVAN EDWARDS
TECHNICAL ARTIST

I am a Tech Art generalist who has worked on multiple shipped AAA titles. My contributions involved numerous areas, including shaders, VFX, tools, pipeline, and performance. I'm driven by my love for games and the desire to help create something truly breathtaking.

PROFESSIONAL EXPERIENCE

ASSOCIATE TECHNICAL ARTIST (Diablo IV)
Blizzard Entertainment / Irvine, CA / July 2020 – Present

- Created game-wide performance and content budgets for all art disciplines to adhere to in asset-creation
- Managed, refactored, and documented a comprehensive library of shaders for FX and Character Art teams.
- 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

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 FX 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
- Worked 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