

Evan Liaw | Environment Artist | www.evanliaw.com | evan.liaw@gmail.com | (281) 793 – 8145

Skills

- High poly and low poly modeling
- Zbrush sculpting
- Photoshop texturing
- UV unwrapping
- Modular environment design
- Environment creation in UDK (lighting, material creation, and post-process)
- Extremely motivated to learn and improve abilities
- Strong desire for and receptive to feedback and criticism
- Able to work and communicate with a team
- Experience with version control (Perforce/TortoiseSVN) and acclimating to new workflows/proprietary tools

Software

Maya 3DS Max Photoshop Zbrush Xnormal NDo and DDo Crazybump UDK

Experience

Contract 3D Artist | Bluepoint Games | October 2013 – Present

Freelance Environment Artist | 2013

Environment Artist | Bushido: Medieval Warfare

UDK Artist | Angels Fall First: Planetstorm

- Worked with remote clients to create quality game art from props to full environments in Unreal Engine 3 (UDK)
- Set up materials, lighting, and post-process
- Worked with remote clients to ensure environments met their artistic guidelines as well as project deadlines

Character and Prop Artist | 2011-2012

Rising Storm for Red Orchestra 2:Heroes of Stalingrad

- Modeled and textured faces for Japanese soldiers and hands for first person and third person views
- Followed guidelines to ensure faces and hands lined up with character models and rigs
- Modeled and textured props
- Worked with environment lead to ensure efficient use of textures, reusing existing textures when possible by using creative UV unwrapping and texture planning
- Tiling texture creation
- Collision and LOD creation for props
- Worked with researchers to ensure historical accuracy expected of a Red Orchestra 2 title
- Beta testing and bug reporting for Red Orchestra 2:Heroes of Stalingrad

Education

University of Texas at Austin | 2003-2007

Majored in Biomedical Engineering

University of Texas at Dallas | 2008-2010

B.A. in Arts and Technology

References available on request