**Evan Liaw | Environment Artist |** [**www.evanliaw.com**](http://www.evanliaw.com) **|** [**evan.liaw@gmail.com**](mailto: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