EVAN ASTRUE

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3D ARTIST, GAME DEVELOPER, PROGRAMMER

Creative 3D Artist with experience modeling and texturing photo realistic environments using Autodesk Maya and Zbrush software. Skilled at construction of digital models from 2D reference. Work closely with the team to create cohesive assets and actively participate in creative discussions and reviews with team members across disciplines.

SOFTWARE SKILLS

Zbrush	Clip Studio Paint	Microsoft Office
Autodesk Maya	Unity	HTML, CSS, C#,
Blender	Unreal Engine 4	Python, Javascript)
Substance	Adobe Creative Suite	Lightworks

PROFESSIONAL EXPERIENCE

3D Artist   January 2020 - May 2020
Project Renovare
Worked with the Clark County Historical Museum to create 3D models, textures and renders of different significant artifacts from special exhibits set to be on display.
- Created 3D modeled assets using Autodesk Maya and Zbrush software
- Researched reference materials and historical information to construct photo realistic digital models
- Worked with a team of 3D Artists to successfully accomplish milestones toward the project deadline

PROFESSIONAL PROJECTS

CMDC/PIGSQUAD Summer Slow Jams   May 2020 - Current
3D Character Artist- Huli
https://cmdcstudios.itch.io/huli
- Created 3D model statue for character study concept, working with a cross-functional team to create game characters and assets.
- Worked with a team of 3D artists, character artists, game designers, and developers to create a video game under a short, competitive timeframe.

3D Character Artist - Dead Air
https://cmdcstudios.itch.io/dead-air
- Created 3D model statue for character study concept, working with a cross-functional team to create game characters and assets.
- Created 3D environmental assets, texture mapped, and textured using Autodesk Maya and Zbrush software.
- Worked with a team of 3D artists, character artists, game designers, and developers to create a video game under a short, competitive timeframe.

3D Environment Artist – ParaSoul
https://cmdcstudios.itch.io/parasoul
- Created 3D environmental assets, texture mapped, and textured using Autodesk Maya and Zbrush software.
- Worked with a team of 3D artists, character artists, game designers, and developers to create a video game under a short, competitive timeframe.

EDUCATION

WASHINGTON STATE UNIVERSITY VANCOUVER, Vancouver, WA   August 2018 - May 2020
B.A. in Digital Technology & Culture
Multimedia Degree with a variety of different applications involving Technology and Digital Media production - Received special certificate for Game Design alongside B.A.