

Evan Goldring

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Game development student with experience in using multiple pieces of software together to work as a designer and artist on project development teams. Seeking to apply my skills in team work and computers to help meet project goals.

EDUCATION

Champlain College | Burlington, VT

Anticipated Graduation May 2021

- Bachelor of Science in Game Design
- Related coursework: 3D Modeling, Scrum based development, teamwork, visual presentation, and history.

Community College of Vermont | Winooski, VT

Spring-Summer 2016

- Major: Visual Art
- Related coursework: Much of my coursework was focused on life drawing.

SKILLS & ABILITIES

Programs

- Substance Designer/Painter
- 3ds Max/Maya
- Zbrush
- Unity/Unreal Engine 4

Management

- Experience coordinating a group effort towards establishing, operating, and maintaining multi-layered communication networks in many different working environments.

Communication

- Extensive experience with group projects and have given many classes on how to operate and maintain intricate pieces of information technology.

Leadership

- Previously managed and worked alongside others in the Army National Guard as a Non-Commissioned Officer to insure that our brigade always had a stable and redundant communication network.

WORK EXPERIENCE

United States Army National Guard | Jericho, VT | May 2013 – Present

IT Specialist/25B

- Operates, maintains, and provides instruction on Army issued radio, digital networking, and GPS equipment.
- Maintains and updates regional server systems as needed.

PROJECTS

Granada, Spain Render | Fall 2019

Lead Artist

- Worked with an art director to bring a piece of 2D concept art from a greybox to a finished render.
- Utilized Unreal Engine 4, 3DS Max, and Substance Designer