

# Evan Goldring

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<https://evangoldring.com>

## TOOLS

- Unreal Engine
- Unity
- Microsoft Visual Studios
- Substance Painter
- Substance Designer
- ZBrush
- Adobe Premiere
- 3ds Max/Maya
- Photoshop/Illustrator

## EDUCATION

### Champlain College | Burlington, VT

*Graduated 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.

## WORK EXPERIENCE

### United States Army National Guard | Jericho, VT | May 2013 – May 2019

*IT Specialist/25B*

- Operated, maintained, and provided instruction on Army issued radio, digital networking, and GPS equipment.
- Maintained and updated 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

### Librarian's Office | Fall 2020

*Lead Artist*

- Worked to create an original concept from a greybox to a finished interior
- Utilized Unreal Engine 4, Maya, and Substance Designer

### Live/Wire | Spring 2021

*World Builder*

- Worked with a team to bring a competitive FPS from a pre-existing prototype to a finished product
- Performed in both level design and environment art roles
- Brought the multiplayer level out of greybox and worked with others to design and implement the tutorial