

# Evan McClure

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## Skills

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- **Software:** Maya, Zbrush, Substance Painter, Substance Designer, Adobe Suite, Unity (C#)
- High to low poly workflow, including retopology, unwrapping and texture baking
- Creating PBR texture maps
- Traditional drawing experience with focus on the human figure
- Quickly synthesize, simplify and communicate complex ideas, verbally and written
- Working collaboratively across pipeline disciplines
- Producer mindset, organizing logistics of executing a team-based creative product

## Work Experience

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### **UW Paul G. Allen School of CSE Animation Capstone - Teaching/Production Assistant - 2021 to 2022**

- Assisted the production of three short films: *Eleanor*, *Patty*, and *Steep*
- Modeled and textured assets for films in Zbrush, Maya and Substance Painter
- Normalized the use of Zbrush and Substance Painter in the program's modeling surfacing pipeline
- Taught modeling and surfacing in Maya, Zbrush and Substance Painter. Prepared and delivered lectures focused on readying a team of absolute beginners to make high-quality models for the films.
- Taught internal asset management tools and source control systems

### **Camp Pasquaney - Counselor - 2019 to 2021 (Camper 2012-2016)**

- Taught woodworking skills, led rigorous backpacking expeditions, and empowered the tabletop card game fan club
- Mentored soft skills in campers including leadership, confidence, self-discipline, grit, kindness and friendship
- Wrote and produced award-winning skits

## Projects

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### ***Steep* - 2022**

- Modeling and Surfacing Lead, Producer, Screenwriter
- Led a team of four students through the complete production of a five minute animated short film in 10 weeks

### ***Patty* - 2022**

- Modeling and Surfacing Lead, ensured quality of all modeled and textured assets in the film
- Modeled and textured main character of the film, collaborating with concept artists, technical artists and director

### ***The Bounty Hunter* - 2022**

- Conceptualized, sculpted, modeled and textured a humanoid figure with sci-fi/fantasy armor and weapons
- Incorporated imagined functionality and narrative into the design of armor pieces and weapons

### ***Eleanor* - 2021**

- Student Lead for Modeling, Facial Expressions and Outtakes teams
- Co-created advanced octopus color shifting system with lead technical artist

## Education

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### **University of Washington, Seattle, WA - B.A. Art, Interdisciplinary Visual Art - 2018 to 2022**

- Paul G. Allen School of Computer Science and Engineering Animation Capstone Program
- CSE 490j - Game Development in Unity and Maya
- School of Art Drawing Series