

Evan McClure

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Education

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

Work Experience

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
- Taught modeling and surfacing in Maya, Zbrush and Substance Painter. Prepared and delivered lectures intended for absolute beginners.
- Taught internal asset management tools and source control systems
- Authored assignments on PBR texturing, real-time lighting and real-time VFX, now used in the curriculum

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

The Gunslinger - 2022

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

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

Eleanor - 2021

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

Skills

- **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