



LENOID EVANS

3D ENVIRONMENT ARTIST

OBJECTIVE

You are currently looking for a skilled 3D artist with excellent attention to detail, creativity, and the flexibility to adjust to any work flow. I have acquired lots of knowledge and experience from my time in school and as a freelancer artist. I have done work for individual clients and for small companies. In everything I've done I have brought a perfectionist mindset and a love for my craft. I would like to bring my talents to your company.

PROFESSIONAL SKILLS

- Photoshop
- 3DS Max
- ZBrush
- Unreal Engine
- Unity
- Substance Painter
- Microsoft Office

CONTACT ME!

Cell: 310.283.2075

Email: Lenoidevans@yahoo.com

PAST EXPERIENCE

Freelance 3D Artist

April 2014 - Present

- Most of my freelance jobs have been done remotely. I communicate with my clients through instant messaging and do my work based on the directions given to me while keeping the client updated on my progress.

Game Wizards Production Team

January 2013 - September 2013

- This was a college program for simulating an actual job experience by having the students group together to create their own game without any guidance from the class instructor. I took part in the development of two games over the time of 9 months: A first person shooter game developed using Unreal Engine 3 and a fighting game developed using Unity.

PREVIOUS EDUCATION

The Art Institute of California, Santa Monica

Bachelor of Science in Game Art & Design, 2010-2014