

EVAN ASTRUE

3D Modeling, Texturing, Concept Art

TECHNICAL SKILLS

- Maya
- Blender
- Zbrush
- Substance Painter
- Unity
- Clip Studio
- HTML5
- CSS3
- Javascript
- Adobe Creative Suite

CONTACT INFORMATION

Twitter - @EvanAstrue

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PROFESSIONAL PROJECTS

PROJECT RENOVARE (3D MODELER)

JANUARY 2020 – MAY 2020

Worked with the Clark County Historical Museum to create 3D models, textures and renders of different significant artifacts from the museum.

EDUCATION

WASHINGTON STATE UNIVERSITY VANCOUVER, B.A. IN DIGITAL TECHNOLOGY & CULTURE

Expected date of completion – May 2020

PERSONAL PROJECTS

PIGSQUAD – SUMMER SLOW JAM 2019 (SPRITE ARTIST)

JUNE 2019

Met with budding developers within the Game Industry to develop a small game project within a two-week timeframe. Project created was dubbed “Tentacles!” -

<https://nathanjesudason.itch.io/tentacles>

ILLUSTRATIONS

Use of Clip Studio Paint to create illustrations for several personal projects as well as on commission -

<https://twitter.com/ArseneArts>