Evan Brown

3D ARTIST, CONCEPT ARTIST, GAME DESIGNER

Pittsburgh, PA

Experienced Artist and Designer with a passion to explore unique applications of entertainment technology to engage audiences. Seeking to work side by side with other technical and creative professionals to produce exciting experiences that push the boundaries of virtual worlds for users. Enjoys the creative visual development of projects as well as core asset generation for development for both 3D and 2D projects.

Experience

Advanced Game Artist

Schell Games LLC

Served multiple roles within the company related to the aesthetic and design development for internal projects, client projects, and business development.

Project:

Daniel Tiger's Neighborhood Web Minigames and Game Portal (Game Artist)- Conceptualized and created the visual assets and user interfaces for web games related to the Fred Roger's Company cartoon show Daniel Tiger. Worked closely with client creative services to ensure all content was cohesive with the television production's artistic direction and guidelines.

Enemy Mind (Art Director)- Collaborated on a small team to quickly conceptualize and develop an internal IP project as part of a new experimental company initiative. Served as Art Director, Lead Artist, and UI Developer to create a retro-esque space shooter game for PC.

Game Sprout (Art Advisor, Game Artist)- Operated in a hybrid capacity as a community manager and concept artist to collaborate with members on the cooperative game development platform developed by Schell Games. Was tasked with critiquing work on game design and conceptual development pieces while participating and helping individual users and teams solidify their creative vision for game development.

S.E.C.R.E.T. Experience (Art Director) - Over the course of several phases, oversaw the development for a unique located based entertainment experience for the Children's Museum of Houston. Combined physical props, printed materials, digital interfaces, and other technology to develop a Spy-Fy genre scavenger hunt and puzzle adventure in which guests took on the role of agents working undercover within the museum.

Kickstarter (Developer) - Developed a successful crowdfunding campaign for the Kickstarter platform to fund an internal project for Schell Games. Tasked with research, project estimation, Kickstarter community outreach, and visual development to run the campaign.

Orion Trail (Art Director) - Successfully Kickstarted internal project that combined the Oregon Trail game concept with a comedy, space adventure theme. Collaborated closely with a

small team to develop the User Interface, User Experience, and illustrated assets of the game.

I Expect You To Die (UI Artist) - Served as a texture artist and 3D modeler on an internal project for Virtual Reality platforms. Focused primarily on key assets and components related to game puzzle design.

WildSide (UI Artist, UX Designer) - Developed a mobile application for both iOS and Android to serve as a companion guide and rich content platform for the Pittsburgh Zoo and PPG Aquarium. Primary responsibilities included UI/UX development, illustration, and graphic design for mobile devices. Also took on roles for design and pipeline development for the Xamarin development tool and Cocos Sharp.

Artist, Developer

Entertainment Technology Center - CMU

Working as part of a small development team tasked to rapidly prototype and explore possible solutions for sponsors by leveraging the entertainment media space. Filled roles across concentrations including Conceptual Artist, Illustration, 3D Modeler, 3D Texture Artist, 3D Animator, Adobe Flash Animator, and Technical Artist.

Projects:

Capital Games - Working with a research group based out of the University of Michigan, Capital Games seeks to expand upon current media solutions for early childhood literacy education for children 4 - 6 years old in under-served demographics.

Beyond the Stage - Beyond the Stage explored the Transmedia space for live performance theatre and sought to develop new experiences for audiences through integration of technology and game theory.

Augur - Serious Games have been drawing much attention and interest from all avenues. With sponsorship from Lockheed Martin, Augur explored the space of game development as a way to solve real world problems and create better predictive Artificial Intelligence. With use of small prototypes and crowd source platforms, Augur worked to collect data on human behavior and design an AI that used unconventional approaches to create predictive algorithms.

Artist, Designer

SmugBee Games LLC

Co-founded Philadelphia based developer, SmugBee Games, to actively pursue passion for independent game development with a small team of peers. Currently work as an artist and designer on contracted client projects. Actively design and develop internal company owned projects for release to PC and mobile platforms. Work encompasses utilizing of the Flash IDE and 2D assets as well as 3D assets, textures, and implementation of Unity.

3D Artist

Freelance Artist

Provide contractual work for hire services such as 3D Asset Production, Conceptual Illustration, Rigging and Animation, and Game Design. Client list has included: Drexel University, Carnegie Mellon, Windry Solutions LLC, Allflex Packaging, Etcetera Edutainment, and First Eye Entertainment.

Education

Bachelors Game Art and Design

Pittsburgh, PA
2008 - 2010

Art Institute of Pittsburgh

Mechanical Engineering, Digital Media

Philadelphia, PA
2004 - 2008

Drexel University

Skills

Technical and Communication Skills

Development for VR (Oculus and Vive)
Xamarin
CocosSharp
Unity Game Engine
Next Gen 3D Modeling and Texturing Techniques
Adobe Flash
Adobe Photoshop
Pixologic ZBrush
Rigging and Animation Practices
Design Document Development
SCRUM Agile Development