Evan Solis

College Junior

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EDUCATION

Boise State University, Boise, ID — *Games Interactive Media and Mobile (GIMM) Major*

AUGUST 2020 - PRESENT

Currently working with Boise State GIMM Faculty to pursue a bachelor's degree and break out into the tech industry.

EXPERIENCE

GIMM Course Program, Boise State University

SPRING 2021 - PRESENT

Worked alone and within various groups to make individual developed and group developed game experiences involving both augmented and virtual reality. Has also crafted multiple animation projects over the course of differing semesters.

MAV Event Services, Boise, ID — *Service Volunteer*

OCTOBER 2018 - DECEMBER 2018

Screened patrons entering the stadium for dangerous/prohibited items. Directed patrons to desired destinations within the stadium grounds.

The Interrogation — *GIMM 270 Final Project*

Developed and coded a fully realized experience in which video obtained with the help of a group was manipulated to create a fully 3D Unity video environment which could be explored with the Oculus Rift virtual reality system. Worked in Adobe After Effects to transfer the video from an incorrect format to an equirectangular format.

Awaken — *GIMM 250 Final Project*

Collaborated with peers to develop a storydriven interactive comic within an assigned theme. Recorded and manipulated audio to fit into the narrative of the comic. Drew art assets and worked with Adobe XD to put together a storyboard for the project.

SKILLS

C# and Python Coding Languages

Adobe Suite Products

Unity Game Development Engine

Blender 3D Modeling Software