



# EVAN FIGUEROA

949.300.2651 | evanfigueroa@gmail.com | hattler-co.com

## SUMMARY

Highly creative and multi-talented Environment Artist with more than six years in video game publishing design. Results-oriented and accustomed to surpassing expectations in deadline-driven environments.

## SKILL HIGHLIGHTS

- ◆ 3D Studio Max
- ◆ Maya
- ◆ Photoshop
- ◆ Substance Painter
- ◆ ZBrush
- ◆ Illustrator
- ◆ Unity
- ◆ Unreal Engine
- ◆ Gamebryo
- ◆ Source

## CREATIVE EXPERIENCE

- 05/2010 to 05/2016 KingsIsle Entertainment – Austin, TX**  
**Wizard101 – Environment Artist**  
Created assets in collaboration with art, design, writing, and production leads that matched an established art style, worked as designed, told a story, and came in ahead of schedule. Worked with short deadlines to get content from the concept phase all the way onto a live server.  
**Pirate101 – Environment Artist**  
Concepted, designed, modeled, UVed, textured, lit, and implemented: environments, player houses, props, housing objects, and intractable objects.  
**Unannounced Project – Environment Artist**  
Helped create a new IP from the ground floor, establishing a new world and art style. Worked with art, design, and writing leads to create, and reiterate environments. Expanded the growing environment with conceptual ideas and worked closely with production to encourage new game play ideas.
- 08/2009 to 08/2009 Buzzsaw Advertising – Irvine, CA**  
**Freelance – 3D Artist**  
Modeled, textured, lit, and rendered 3D Assets for print. Worked closely with client providing timely updates.
- 05/2009 to 07/2009 InXile Entertainment – Newport Beach, CA**  
**Hunted: The Demon's Forge – Quality Assurance**  
Tested new systems and levels as they were created. Compiled comprehensive bug reports.
- 12/2007 to 03/2008 Specular Interactive – Lake Forest, CA**  
**H2O Overdrive – Prop Artist Internship**  
Designed, modeled, and textured props and environment pieces. Created game assets within an established production pipeline.

## ACCOMPLISHMENTS

Formed a small team that designed and prototyped two boardgames that won KingsIsle's "Best Physical Game" (2014), "Most Creative Game" (2014), and "Best Board Game" (2015) awards.

## EDUCATION

- 2008**  
**Art Institute of Orange County – Santa Ana, CA**  
**Bachelor of Science: Game Art and Design**