

DAMIEN EVANS

damien@damienevans.com · (949)422-9702 · www.damienevans.com

Professional Skills

- Creation of High resolution models for normal map generation
- Proficient in normal map creation
- Paint realistic textures
- Photo manipulate textures
- Strong leadership abilities in a team environment
- Ability to lead others
- Works well under tight deadlines
- Excellent team player
- Efficient low poly modeling techniques

Technical Skills

- | | | |
|-----------------|-------------------|--------------------|
| • 3D Studio Max | • Unreal Editor 3 | • Illustrator |
| • Maya | • Z Brush | • After Effects |
| • Photoshop | • Crazy bump | • 2D drawing |
| | | • Digital Painting |

Education

Bachelor of Science in Game Art and Design
The Art Institute Orange County California

Professional Experience

Planetwide Games March 2005 - September 2007

Art Director

- Supervised and oversaw the art department. Was in charge of communicating the vision of the branded software. Making sure that each brand is recognizable and appealing within each version of software. This included package design, logo design, web banners, and content within the product.
- In collaboration with the Creative Director, project Art Leads and each project's Project Manager, establish the visual content/art vision for each project and, as required, maintain and refine the art content during each stage of production to ensure the highest standards achievable.
- Define and plan the scope of work with the Project Manager's in addition to making sure quality is maintained.
- Regularly review, providing feedback and works with Project Managers and Creative Director to approve the art content being built.

Planetwide Games March 2004 – March 2005

Associate Producer (RYL – Battle Lohan)

- Managed all facets of release process, including creation of marketing materials to support product launches and distribution of game to web site.
- Developed and maintained strong relationships with developers, licensors, and distribution partners.
- Created draft proposals consisting of concept docs, development plans, product plans, and schedules.
- Lead post-launch effort to bring product to retail.

Interplay Entertainment Corp. June 1998 – March 2003

Project Lead / Associate Producer

- Supervised PC and console titles from the beginning of the development cycle, including: Hunter: The Reckoning, Baldur's Gate: Dark Alliance, Planescape: Torment, Baldur's Gate series, Icewind Dale, and Fallout Tactics.
- Managed and motivated multiple testing teams or more at any given time, including testers, senior testers and other supervisors.
- Created, managed and maintained fully detailed testing plans for each title supervised.
- Analyzed and critiqued the preliminary versions for the production team to make any necessary early stage design changes.
- Served as a contact for internal departments keeping Quality Assurance up to date of each projects status: Development, Marketing, Audio, Video, Localization, Sales and International.

Sony Interactive Studios June 1996 – June 1998

Quality Assurance Lead

- Over a year of console/PC lead experience while at 989 Studios.
- Designing and putting into motion meticulous testing plans for dozens of people to follow during the development of a project.
- Ensuring all Sony Standards and legal issues were documented and reported.
- Helping to create and maintain testing methods for the entire department to follow.
- Helped lead internal/external development teams, including artists, QA and other production resources to timely and successful project completion.
- Managed all facets of release process, including creation of marketing materials to support product launches and distribution of game to web site.
- Developed and maintained strong relationships with developers, licensors, and distribution partners.
- Created draft proposals consisting of concept docs, development plans, product plans, and schedules.
- Lead post-launch effort to bring product to retail.