

ERIC EVANS

TECHNICAL ARTIST

PROFESSIONAL PROFILE

Technical Artist with over seven years of experience building content tools and pipelines, helping artists and designers create more and better content faster in AAA games.

CONTACT / LINKS

- ericnevans@gmail.com
- LinkedIn
- <https://ericnevans.dev>

EDUCATION

- **MS Computer Science**
Georgia Institute of Technology
- **MFA Computer Art**
Savannah College of Art & Design
- **BA Graphic Design**
Southwestern Oklahoma State Univ.

SKILLS

- Content Tools & Art Pipelines
- Python, Qt (PySide)
- MEL Script, MAXScript, ZScript
- Unreal, Blueprints
- Maya, Blender, 3ds Max, Houdini
- ZBrush, Photoshop, GIMP
- OpenUSD
- Perforce
- Procedural Content Generation (PCG)
- Photogrammetry
- Shaders/Materials
- Software Development
- UI/UX, HCI
- Troubleshooting, Debugging
- Prototyping, Asset Validation
- Performance Analysis, Optimization
- Automation
- Proactive Problem Solving
- Collaboration
- Leadership & Mentoring
- User & Developer Documentation
- Outsourcing, Live Service, GAAS

EXPERIENCE

- **Sr. Adv. Tools and Pipeline Technical Artist** - DCC and Pipeline Tools Development
Hidden Grove (Probably Monsters) / Feb 2023 - November 2024
 - Authored a cross-DCC tool suite via a DCC-agnostic architecture featuring:
 - JSON-driven tools configuration supporting multiple projects
 - Perforce integration (in-DCC automated and user-driven functionality)
 - Robust metadata implementations for tracking, filtering, asset relationships, and automation
 - support for 3rd party tools distribution
 - Wrote a Perforce Attributes-based Asset Management System
 - Converted tools codebase from Python 2 to Python 3
 - Robust static mesh export pipeline (Blender)
 - Foot Stepper: Tool automating the process of authoring footfall anim. notifies (Unreal)
 - Scene Maker: Scene composition tool utilizing "smart", context-aware hierarchical asset referencing with support for props, weapons, and cosmetics (Maya)
 - MDED: asset metadata editor (Maya)
 - JSON-driven custom Maya marking menu system
- **Sr. Tools and Pipeline Technical Artist** - DCC and Pipeline Tools Development
Hidden Grove (Probably Monsters) / Aug 2022 - Feb 2023
 - Founded the studio's Content Tools Department
 - Architected a comprehensive, foundational library of core Python packages and modules
 - Established coding standards and best practices (inc. Swarm and legal review procedures)
 - Robust, feature-rich skeletal mesh (Maya) and animation (Maya) export pipelines
 - Batchy: DCC-agnostic, advanced file batch-processing utility with script pipelining
- **Senior Tools Programmer** - DCC and Pipeline Tools Development
Hi-Rez Studios / Aug 2020 - Jul 2022
 - TPS System: universal system for per-project tools settings for the studio toolset
 - SMComposer: UE4 Editor tool to non-destructively author/edit composite static mesh assets
 - Store Art Pipeline: UE4 Editor tool to batch render and post-process raster art for in-game store
 - Skin Loader: Maya tool for loading cosmetic skins on rigs for animation preview
 - Movement Set Tool: Maya tool to generate animation sets for new prop and weapon configurations
 - Used CodeSignal to author, administer, and score tests for Tools Programming candidates
 - Created a system for uniform review of Tools interns, including a detailed evaluation rubric
 - Acted as the principal manager/driver of the studio's Tools Internship Program

ERIC EVANS

TECHNICAL ARTIST

PUBLISHED TITLES

- **Smite:** F2P 3P action MOBA
- **Rogue Company:** F2P 3P tact. team shooter
- **Paladins:** F2P 1P team abilities shooter
- **Realm Royale:** F2P fantasy battle royale
- **Divine Knockout:** 3P Physics-based Brawler
- **Tribes: Ascend:** F2P 1P high-mobility shooter
- **Smite Tactics:** F2P strategy card video game
- **World of Kaneva:** virtual world w/ static & interactive UGC content & experiences

- **Advanced Technical Artist - Tools** - DCC and Pipeline Tools Development

Hi-Rez Studios / Jun 2017 - Aug 2020

- Founded the studio's Content Tools Department
- Founded the studio's Tools Internship Program in 2020
- Maya FBX asset export pipeline for UE3/UE4
- Batchinator: advanced batch-processing utility with script pipelining
- Simple API for querying and editing Maya ASCII scene files
- NSIS-based installer/workstation configuration utility for the studio's toolset
- GenderX -> GenderY: Maya tool to generate opposite-gender animations from existing anims.
- Package Scenes: Maya tool for bundling scenes, dependencies, tools, and documentation into archives for easy sharing with outsourcers

- **Lead Technical Artist** - Character Rigging, part-time Content Tools Development

Hi-Rez Studios / Aug 2015 - Jun 2017

- Rigged and skinned a wide variety of characters, weapons, and props
- Rig Scaler: 3ds Max tool for scaling a wide variety of character and other rigs
- Lead a team of technical artists

- **Senior Technical Artist** - Character Rigging, part-time Content Tools Development

Hi-Rez Studios / Nov 2011 - Aug 2015

- Rigged and skinned a wide variety of characters, weapons, and props
- 3ds Max FBX asset export pipeline for UE3, replaced legacy ActorX pipeline
- Smart File Referencing System for 3ds Max with support for character rigs
- Mesh Differ: graphically depicts vertex position, weight, and UV differences between meshes
- Skin Weights Tool featuring powerful blending, mirroring, and selection functionality
- Rig Validation Tool: 3ds Max tool to prep rig files for handoff to Animation

- **Technical Artist** - Character Rigging, part-time Content Tools Development

Kaneva / May 2008 - Oct 2011

- Founded the studio's Technical Art Department
- Tools: batch material editor, body type clothing variation creator, CSS-inspired GUI styling system
- Rigged and skinned a wide variety of characters, weapons, and props