

# Eva Tran

## ENVIRONMENT ARTIST

<http://guildhall.smu.edu/portfolio/etran>

512-636-3485

eva.tra@gmail.com

### SOFTWARE SKILLS

**Art Creation Tools:** 3ds Max 2010, MudBox 2010, Photoshop CS4, Flash MX/8, CrazyBump 1.101, XNormal 3.16.7

**Level Editors:** Unreal Developer Kit, Unreal 3 Editor, Unity Engine 2.6.1, TorqueX 1.5

**Productivity Tools:** Microsoft Office 2007, Perforce, Tortoise SVN 1.6.9

**Scripting Languages:** Javascript 1.8.1, Python 3.0

### QUALITIES

- Strong polygon modeling skills and experience with UV texture and normal maps.
- Able to hand paint textures and modify photo references to match established art styles.
- Ability to import assets into level editors and experience working with Unreal shaders.
- Experience working in cross disciplinary teams to determine art requirements and reach time-dependent goals.

### SCHOOL EXPERIENCE

**Maglev (UDK Project): Associate Art Lead** *Guildhall at SMU – 12/2009 – Current*

*3D Puzzle Adventure Demo with four Artists, three Programmers, eight Level Designers*

- Concepted, modeled and textured environment assets.
- Imported static meshes, skeletal meshes and converted textures to materials in UDK editor.
- Created method to break assets into component pieces for level designers. Level designers used assets to populate world with unique props.
- Assembled shaders on seamless textures, props and objects. Shaders contain nodes that designers use to control lighting for each area.
- Used programmer and designer requests to determine asset list and polycount budgets.

**Amazonia (Unity Project): Artist/Designer** *Guildhall at SMU – 01/2010 – 03/2010*

*3D Isometric RTS Demo with two Artists*

- Created three textures and two building models.
- Created scripts using JavaScript in Unity. Scripts include: GUI, resource pools that decrement over time, AI behaviors, and tech tree.
- AI behaviors include running in specified direction, dying and respawning.

# Eva Tran

## ENVIRONMENT ARTIST

<http://guildhall.smu.edu/portfolio/etran>

512-636-3485

eva.tra@gmail.com

### *Starshade Valley (UT3): Environment Artist*

*Guildhall at SMU – 05/2009 – 08/2009*

*Third Person Action Demo with three Artists, one Programmer and four Level Designers*

- Modeled and textured diffuse, normal and specular maps for 38 environment assets.
- Modeled two weapon models from concept, imported into Unreal, created mutators for weapon behaviors in UnrealScript.
- Concepted, modeled, rigged and imported player character.

### *Mayatron 2012 (TorqueX): Artist*

*Guildhall at SMU – 01/2009 – 05/2009*

*(Winner: Best Overall Game) 2D Action Adventure Demo with one Artist and two Level Designers*

- Created three sets of background tiles and three enemy types.
- Animated characters and effects in Flash 8.

## PROFESSIONAL EXPERIENCE

### *Flutterby (iPhone): Contract Artist*

*Gendai Games – 12/2008*

*2D Casual Action Game with one Artist, three Programmers and five Level Designers*

- Painted two scrolling backgrounds and three creature types using Photoshop.
- Worked with team to implement effects and assets.

### *Ghostbusters (Wii), Mushroom Men (Wii): QA Tester*

*Red Fly Studios – 05/2008 – 11/2008*

- Generated memory reports per level, helping programming, audio and art teams stay within the required memory constraints.
- Compiled and edited level guides for external QA and localization teams.
- Acted as point of contact for TRC and dev kit issues with publisher, external QA and Nintendo. Submitted builds of the game for Nintendo Submissions.

## EDUCATION

*Southern Methodist University*

*01/2009 – 05/2010*

Certificate in Digital Game Development, specialization in Art Creation

*University of Texas at Austin*

*07/2001– 05/2004*

B.A. Degree in Liberal Arts, Asian Studies