

Courtney Evans

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Experience/Major Projects

2015-current: Independent projects

2009-2015: **Technical Art Director**, Monolith Productions

Middle-earth: Shadow of Mordor, Xbox 360/Xbox One/PS3/PS4/PC

- Prototyped levels, architecture, terrain, and effects
- Designed and built prototype levels to explore technical and game design concepts
- Developed standards for artists and designers using new technologies
- Managed a team of technical artists and the tools feature request pipeline
- Coordinated the art and design departments with engine and tools programmers
- Proposed key features for improving open-world development workflow
- Set overall art asset memory and performance budgets
- Worked with tools engineers, technical artists, and QA on processes for monitoring performance and memory usage throughout development
- Met and worked with studio and external partners as needed
- Assisted with outsource pipeline management
- Set naming conventions and world tree structures
- Created documentation and training materials

2003-2008: **Lead Environment Artist**, Monolith Productions

Condemned 2: Bloodshot, Xbox 360/PS3

Condemned: Criminal Origins, Xbox 360/PC

Tron 2.0, PC

- Prototyped levels, architecture, and lighting effects
- Developed standards and workflows for artists using new technologies
- Managed a team of environmental artists
- Managed environmental art scheduling, tracking, and reviews
- Set environmental art asset memory and performance budgets
- Created a process for working with location scouts to capture material both for design reference and for in-game textures
- Designed and built levels, architecture, and other assets as needed
- Created signs, displays, graphics, and animated decorations
- Rigged various world assets for physics simulation

- Made various cinematic, interactive, and title sequences (in-engine)
- Created scripts to improve environmental art workflow
- Set environmental naming conventions
- Coordinated with tools and engine programmers as needed

1999-2002: **Level Designer**, Monolith Productions

Aliens vs. Predator 2, PC

- Designed and built single-player campaign levels
- AI spawner, node placement, gameplay balancing
- Created interactive gameplay objects
- Environment texture application, and some texture creation
- Created animated/keyframed world objects

1998-1999: **Composer and Level Designer**, Doubleought Software

Duality, Mac/PC

- Designed and built single-player campaign levels
- AI and object placement
- Level texture application and lighting
- Created cinematic and in-game music tracks
- Collaborated on the story and the main game design document

Education

B.M., The Juilliard School, 1996 • M.M., The Juilliard School, 1998

Skills

- Experienced collaborator across teams and disciplines
- Proven ability to solve complex problems requiring learning, research, and analysis
- Proven ability to establish rapid, positive feedback cycles within groups
- Focused and supportive team management skills
- Excellent written and verbal communication skills
- Proven ability to rapidly learn and understand new tools and systems
- Solid understanding of game dynamics, especially player immersion and investment
- Solid understanding of form, design, color, lighting, and atmosphere
- Highly experienced at collaborating with in-house tools and technology development
- Experienced with a wide array of commercial asset creation software
- Experienced with Unreal and Unity
- Experienced with scripting for game design and tools (Lua, C#, and node based)
- Experienced with Word, Excel, Perforce, JIRA, Confluence, and similar tools