

AUDREY MCEVOY

OBJECTIVE

I am a Game Artist proficient in both 2D and 3D art with a passion for characters. I graduate from the University of Advancing Technology in May 2017.

EXPERIENCE

Pixel Artist | The Crimson Nights Team LLC
Sept 2015 – Jan 2017

On Crimson Nights I created and animated the magic enemy set and boss, as well as other various spark and burst effect animations. Currently available on Steam.

Art Lead | Bumbletums
Sept 2016 – Dec 2016

As the Art Lead on Bumbletums I directed a small group of artists to form a stable art style in addition to collaborating with the design and programming teams to ensure our assets were maximumly optimized.

2D Artist | Whiskered Away
Jan 2017 - Present

On Whiskered Away I created and animated the cat characters. Additionally, I created other various UI assets, props, and animations.

EDUCATION

Game Art & Animation | September 2014 – May 2017 |
University of Advancing Technology

SKILLS

- 3DS Max
- Maya
- Zbrush
- Photoshop
- Unity Engine
- Unreal Engine
- Allegorithmic Substance Suite

CONTACT



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PORTFOLIO

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