

# TRAVIS EVASHKEVICH

## Technical Artist / Tool Developer

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I love finding or creating new ways to help artists be faster and more productive with less wasted time on the monotonous and tedious parts of art creation.

Currently I am living in London, UK

## EXPERIENCE

### May 2017 – Present

#### **Double Negative** | ATD/Pipeline

Moving up from the Tech Runner role, ATDs are tasked with monitoring disk usage, managing throughput on the render farm and building and maintaining elements of the show pipeline.

General day to day is making scripts to speed up and automate as much as possible for artists so they can focus more on lighting/set dressing; optimizing scripts where needed to decrease time spent waiting for builds/script run time.

### February 2017 – May 2017

#### **Double Negative** | Tech Runner

As a Tech Runner I assisted the tech department with day to day tasks and supported the artists in the company by making sure their peripherals, monitors and hardware were working as intended and repairing what was broken.

### June 2015 - Present

#### **Personal Projects** | Programmer/Technical Artist

1. Started a project that uses Fitbit data for a Dungeon Crawler styled app.  
Made in Unity 5, C# (currently on hiatus)
  - a. Released files for [FitbitAPI](#) so others can get started with Fitbit in Unity faster! It's been added to the [Fitbit OAuth 2 client Libraries](#) list
2. Creation of a Photoshop extensions (a,b,c all support CS6 – CC 2017 minimum, d is CC only)
  - a. [“Layer Cake”](#) aimed at speeding up tedious processes that artists experience while creating Tiling Textures in Photoshop. (Supports CS5 as well)
  - b. [“Lazy Save”](#) allows users output images from Photoshop quicker. Set your settings once and you can click a button to save out JPG/PNG/TGA/TIFF files to a folder of your choice. Also allows for group layer exporting to folders in JPG/PNG/TGA with Channel Packing and user defined presets, relative path saving and more!
  - c. [“Normally Panel”](#) allows users to do some quick normal map editing such as rotations and inverting the green channel at a button press without the need to manually do it or

rebake. It also allows users to overlay in 2 different ways as requested by a Lead Environment Artist from “The Coalition”.

- d. “[Pixelmate](#)” is a pixel art extension aimed at letting artists preview their animation in real time as they make it along with helpful scripts aimed at speeding up the tedious parts of pixel art creation, whether it’s going from a frame by frame animation to a spritesheet or vice versa. Pixelmate will help people be faster at pixel art animation in Photoshop

### September 2014 - July 2015

#### **Howest | Community Manager/International Recruiter**

I help to represent student interests and organize events for the student community. One of my main focus is to keep an eye on our International students (as I was one once) and make sure they feel a bit more at home. The other main focus is going to high schools/school events in other countries to promote our curriculum

### April 2015 - July 2015

#### **Conatus Creative | Level Prepper**

Helping put together levels for [Rivercity Ransom: Underground](#). I contacted the team again to try and help out where I can (after work project) and was put on helping to get the levels prepped and ready to be played.

This isn't so much a design job as the art is made, I just have to get it into the game and make it playable (all assets are based upon the final level artwork by the Lead Artist).

### February 2014 - June 2014

#### **Conatus Creative | Intern Tool Developer/Technical Artist**

Internship for Conatus Creative working on [Rivercity Ransom: Underground](#).

My main focus was on building/fixing tools to help take strain off the coders and try to put more power in the hands of the artists. I worked mainly in WPF but also jumped into the game code base a few times to help out. Tools were [Boxer](#) and [Bell](#) and a tool that was later scrapped in favor of an in game editor.

### Credits:

**River City Ransom: Underground** –Technical Artist

### SKILLS

#### **CODING LANGUAGES/Frameworks**

C# 4.5(Unity Script Included) | WPF 4.5 | C++ | Javascript (Photoshop Scripting)

Python (learning in progress)

#### **SOFTWARE PACKAGES**

Autodesk 3dsmax (2010 – 2016) | Maya (General modeling knowledge) | Adobe Photoshop | Mud box

Visual Studio 2010-2015

Unity 4 – 5|

Basic knowledge of:

Unreal Engine 4 | UDK

Substance Designer | Substance Painter

#### **Extras**

Git | Mercurial | Perforce | GameSparks (for handling cloud/online interaction)

## **LANGUAGE SKILLS**

English (Native)

## **EDUCATION**

### **Bachelor of Digital Arts and Entertainment 2010 – 2014**

#### **Major of Game Development**

The Digital Arts and Entertainment Bachelor Degree in Kortrijk, Belgium. In this degree I had a focus on Game Development (programming in C#/C++ and several frameworks) and 3D modeling (high and low poly + baking of maps like Normals/ID Maps etc.) and texturing (at the time only in Photoshop, but I have since begun adding Substance Designer and Painter to my arsenal). I am also in the works of learning PBR texturing in these programs. During my time at DAE I also spearheaded an on-going initiative to bring students together to help each other with a weekly “Study Night” (now running since 2011). Study Night has become an integral part of DAE having grown and become supported by the faculty while still having student appointed leaders.