



Travis Evashkevich

Pipeline Programmer

CONTACT INFORMATION

📍 Burgess Hill, United Kingdom

☎ +44 07397 133 936

✉ tevashkevich@gmail.com

🌐 www.TechArtist.dev

EXPERIENCE

Pipeline Programmer

Nov 2021 – Present

PlayStation London Studio

Overhauled workflows for pipeline to be more robust and modern. Maintained existing pipeline while developing new tools and processes for DCCs while also handling setup and updates for new ones.

Technical Artist

Dec 2017 – Nov 2021

Electric Square

Creating pipelines for clients and in-house use. Whether it's standalone tools or DCC scripts, I aim to increase consistency, workflow speed and decrease monotony.

Assistant Technical Director

May 2017 – Dec 2017

DNEG

Creating and maintaining scripts for various departments for the Avengers: Infinity War movie. QC of tech from R&D before rollout show wide.

Community Manager International Recruiter

Sept 2014 – July 2015

Digital Arts and Entertainment

Managed the student community for DAE and ran the weekly Study Night. Visited schools around the world to promote our curriculum.

Intern Tool Developer / Technical Artist

Feb 2014 – June 2014

Conatus Creative

Internship as Tool Developer streamlining and adding features to in-house tools, creating documentation. Returned in 2015 to help with level setup and dressing.

ABOUT ME

I love developing pipelines to solve problems as end-to-end as possible. Removing clicks and monotony is a challenge that I fight every day.

SKILLS

Languages



DCC / Engines



Source Control



Extra Tools

- Lazy Save (Photoshop) nominated in [Greentooth awards \(2016\)](#) for best tool
- Code for [EaZyRemesh](#) (ZBrush)

EDUCATION

Bachelor of Digital Arts and
Entertainment
Major of Game
Development
2010 - 2014

Digital Arts and Entertainment

Created Study Night (2011) which still runs today. Study Night is a weekly event that brings students together to help each other improve their skills in their course work and socialize.

Credits

● **Hot Wheels id** – Technical Artist

Forza Street – Technical Artist

Avengers: Infinity War – Assistant Technical
Director

River City Ransom: Underground – Technical
Artist