



Travis Evashkevich

Pipeline Technical Artist

CONTACT INFORMATION

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EXPERIENCE

Technical Artist
Dec 2017 - Present

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
April 2015 - July 2015

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

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

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)