

EVAN SIEGAL

WRITER | DIRECTOR | UNREAL ENGINE ARTIST | MUSICIAN

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ABOUT

I am a filmmaker originally from San Antonio, Texas. During my time in film school I found a passion for telling stories via multiple artistic mediums. I love the aspects of teamwork, collaboration, synergy and serendipity needed to make incredible art. My experience with film production informs the content that I make in Unreal Engine as well as the music that I create.

SOFTWARE PROFICIENCY

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|---------------------|--------------------|
| Unreal Engine 4 & 5 | Substance Designer |
| Blender | Substance Painter |
| ZBrush | Adobe Audition |
| DaVinci Resolve | Adobe Illustrator |
| Pro Tools | Adobe Photoshop |
| Final Cut Pro | Adobe Effects |
| Logic Pro | Adobe Premiere Pro |
| SketchUp | GitHub |

TECHNICAL SKILLS

lighting design | art direction | vr development | level design
environment building | materials | sequencer | niagara systems
animation | motion capture | live link | virtual production
camera tracking | photogrammetry | metahumans |
concept art | blueprints | previs | rendering | compositing

EDUCATION

University of Southern California

B.A. Cinema and Media Studies

Minor in Business Entrepreneurship

Graduation: May 2020 | GPA: 3.80

PROJECTS

**visit my website for a full list of all of my works*

Lead 3D Artist and Creative

Coachella Innovation Team | February 2024 - April 2024

Created dynamic 3D worlds to be used in marketing cinematics, onsite art installations, AR phone filters and scenes for the YouTube livestream (e.g. the end of Doja Cat's performance). I was in charge of creating these works and leading a team of other artists to assist me with asset creation.

Unreal Engine Artist - Minecraft Live 2023

Apex Reality | February 2023 - August 2023

Lead environment and lighting designer for mixed reality sets for the 2023 Minecraft Live livestream. Recreated game environment in UE with triggerable events and dynamic systems to immerse subjects into the new game worlds.

Unreal Engine Artist, VR Developer, Sound Designer

Body of Mine VR | January 2022 - March 2023

SXSW 23' and BAFTA award winning VR experience. "Body of Mine" offers a full body tracking experience as users step into the body of another gender and explore feelings of gender dysphoria and transgender identity.

Director, Unreal Engine Artist

12 Camps VR | January 2022 - February 2023

Created in collaboration with the Los Angeles Holocaust Museum, "12 Camps" tells the story of Joseph Alexander, a man who survived twelve different concentration camps. This ethereal documentary takes you through the black box of his mind as we follow the 'particles of time' from memory to memory.