EVAN SIEGAL

DIRECTOR | UNREAL ENGINE ARTIST | MUSICIAN

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ABOUT

I am a Los Angeles-based multidisciplinary artist and immersive creator. My work spans directing, immersive storytelling, real-time animation, and music, exploring the intersection of technology and creative expression. Drawing from my diverse creative background, I strive to build ambitious, visually compelling experiences that push the boundaries of storytelling. Collaboration is at the heart of my process, bringing together different perspectives to create innovative and meaningful work.

SOFTWARE PROFICIENCY

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

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 - Present
Created dynamic 3D worlds to be used in marketing cinematics, onsite art installations, AR phone filters and scenes for the YouTube livestream. Additionally created real-time visuals for the new Quasar stage to build 3D worlds with audio reactive visual components.

Unreal Engine Artist
Corridor Digital | May 2026 - August 2026
Collaborated with a team of three Unreal Engine artists to create real-time composited environments integrating live-action green screen footage for Season 3 of Son of a Dungeon. Developed innovative techniques to dynamically adapt green screen footage to in-engine lighting, and enabling faster shot creation without compromising visual quality.

Director, Unreal Engine Artist
The Venue VR | January 2024 - November 2026
An immersive VR experience created and animated in Unreal Engine. Led the creative vision, storytelling, and production of the project, which celebrated its world premiere at the 2026 Kaohsiung Film Festival in Taiwan as part of its international XR competition.

CEO, Creative Director
Stray Films | February 2020 - August 2023
Created and directed music video and commerical content for brands and record labels including 88Rising, Atlantic Records and pgLang. Utilizing a provocative visual style we appleaed to clients interested in both commercial and artisitc content.