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Personal Site and Unreal Engine Portfolio: <https://www.evansiegal.com>

Film Production and Photo Portfolio: <https://www.strayfilmsla.com/>

Evan Siegal

I am a Jewish-American filmmaker originally from San Antonio, Texas. During my time in film school I found a love for all facets of film production. I love the aspects of teamwork, collaboration synergy and serendipity needed to make something incredible. Filmmaking and virtual production is my primary passion in this world, and I am extremely devoted to doing what I need to do to make my goals a reality.

August 2016 - May 2020

University of Southern California
B.A. in Cinema and Media Studies

Minor in Business Entrepreneurship

Skills

- Unreal Engine
- Environment Creation
- Texturing
- Niagara Systems
- Metahumans
- Blender
- Substance Designer
- Substance Painter
- ZBrush
- Film Production
- Directing
- Producing
- Editing
- Lighting
- Cinematography
- Virtual Production
- Adobe Premiere Pro
- Adobe After Effects
- Adobe Photoshop
- DaVinci Resolve

Director, Editor, Producer, VFX Artist

Stray Films

Founded a production company with two of my colleagues to create music videos and commercials for freelance clients. Building it from the ground up, we worked for clients such as 88Rising, Nike, ComplexCon, Rich Brian and more. Since I helped run the company I would help conceptualize videos with the team, produce them, direct on set and often edit them afterwards.

Writer, Director, Unreal Artist

12 Camps

Tech Art Highlights: Custom, animated Niagara systems and emitters, Procedurally-generated environment and textures, Virtual cameras and editing using Sequencer, Virtual lighting and cinematography, Photogrammetry of lead subject captured using an iPhone 13, Realistic, blueprint-based weather systems, Megascans assets imported for construction of high detail environments.

Writer, Director, Lead Unreal Artist

Though I Do Not Know This Raven...

Tech Art Highlights: Procedurally-created environment to allow for real-time changes to the world, groom, materials, lighting, and particle systems, Optimization to support live-action filmmaking and real-time rendering, Custom strand-based feather and particle systems using Niagara & Groom, Original environment painted with ZBrush, Realtime compositing with live camera tracking using an HTC Vive Tracker, Blackmagic Pocket Cinema 4k, and an RTX 2070 powering UE5

Unreal Technical Artist

Body of Mine VR

Tech Art Highlights: Accessible real-time VR full body MOCAP (HTC Vive + Trackers + MetaHumans) involving custom blueprints and an Inverse Kinematics Solver, Procedurally-generated environment and textures, Controller free gestural based interaction for VR, Realtime skeletal mesh morphing, MOCAP animation capture and cleanup using Motive and Motion Builder