

Halley Joseph Eveland

circuit.tron@gmail.com , (818) 640-2470 , @halleyjevelandart or @halleyjeveland
<https://circuittron.wixsite.com/halleyevelandartblog>

Experience -

> Environment Artist for “Up Late With Phil Crocker” and “TBA Game”, Purple Car Studios
8/2020 - 9/2022

Designing and illustrating backgrounds and environments, collaborating and working with game developers on art direction. Researching and collecting reference for period-appropriate environments, props, and furnishings. Currently on the studio's second game, TBA

> Property Manager Associate
08/2011 - Present

Work with landlord and tenant - Collect rent and utilities, oversee and assist with construction work, communicate with tenants, write and edit leases and agreements, file paperwork and submit documents.

> Intern for “ChangeLab” (video game), Brimhall and Associates
09/2018 - 12/2018

Created character and environment designs, and illustrated final game assets. Helped develop art style and direction. Collaborated with game designers. Managed and moderated community tools for communication, for all project teams.

Education -

California State University Northridge - Bachelor's degree, Mike Curb College of The Arts

- Animation Student League of Northridge (ASLN)
- Game Development Club (GDC)

Skills/Programs -

I have experience using - Adobe Photoshop, Adobe Illustrator, SketchBookPro, ClipStudioPaint, TVPaint, Toonboom Suite, StoryboardPro, Maya, Zbrush, FinalCutPro, and Sony Vegas. I own and use a Wacom Cintiq Pro and a Wacom Cintiq Companion 2.

I am experienced in - Digital and Traditional art, including drawing and painting and sculpture, concept art, visual development, design (characters, props, and environments), illustration, sequential art, storyboarding, screenwriting, and film editing