# EVAN LABATE

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Highly creative, innovative, and self-motivated recent college graduate with proven experience in project development, graphic and visual design, virtual/augmented reality programming, and user interface/experience. Skilled at organizing and accomplishing tasks while managing stakeholder feedback. *Eligible for a U.S Secret Clearance.*

## TECHNICAL SKILLS

- **Game Engine:** Unity
- **Coding Languages:** C, C++, C#(Unity), Python, Java
- **Operating Systems:** Windows OS, Linux
- **Adobe Software**: Premiere, Photoshop, Illustrator, Audition, Animate

- **Modeling Software:** Maya, Zbrush, Houdini, Substance Painter
- **Rigging & Animation Software:** Maya, Blender
- **Engineering Software:** MATLAB, CATIA
- **Other:** Microsoft and Google Suites, Vicon Motion Capture

## PROFESSIONAL EXPERIENCE

**Geek Squad | Best Buy**                                                                                              Chandler, AZ
*Advanced Repair Agent*                                                                                       March 2022 - Present
- Work with clientele to properly troubleshoot and solve computer hardware and software related issues for Windows based devices
- Resolve software issues using specialized Geek Squad tools and programs located on Windows devices
- Perform hardware installation of hard drives, RAM, CPU, etc. for both laptops and desktops
- Coordinate with clientele to create reservations for future repairs

**JET | Embry–Riddle Aeronautical University (ERAU)**                                                        Prescott, AZ
*Asset Creator*                                                                                                       Jun 2021–Aug 2021
- Worked closely with a team of five to transition of upper-level jet safety course into an augmented reality classroom experience through Unity game engine and HoloLens augmented reality headset
- Created 2D icons using Illustrator and Photoshop, as well as 3D assets using Maya
- Directly communicated with collegiate staff and students for the interpretation of homework and quiz question content

**Conductive Media, LLC**                                                                                              Madison, AL
*Animation Consultant*                                                                                                       Oct 2020
- Designed and developed animated logo and final video presentation for phase II of DOE lithium-ion battery recycling prize
- Utilized Maya to produce 3D animation of battery discharge process based on sketches and discussion with lead engineer
- Ensured integration of suggested changes from client's feedback throughout the process

## SCHOOL EXPERIENCE

**Project Name**: Project E.R.E.B.U.S                                            Embry-Riddle Aeronautical University (ERAU)
**Role:** Graphic Design Artist | Lead Animator – Interplanetary Design and Research Team          Aug 2019–May 2021
- Collaborated with engineering students in creating and publishing video for submission to NASA's Big Idea competition
- Animated Solidworks Obj designs of telescoping drill mechanism using Maya for video submission
- **Publication:** Fichou, A., Kitsu, B., Negrete, A., Iordanov, A., Wahlstrom, B., Sherman, C., Bowers, C., Warren, C., Hay, E., McSheehy, E., **LaBate, E**., Fussell, G., Pledger, J., Roberts, J., Thigpen, M., Morando-Hernandez, N., March, R., Wong, S., Bronco, S., … & White, D. B. (2021). Exploratory rover for experimental based insitu utilization science. In *AIAA Scitech 2021 Forum,* 739. https://doi.org/10.2514/6.2021-0739

## EDUCATION

**Embry-Riddle Aeronautical University (ERAU)** Prescott, AZ                                                        Dec 2021
**Bachelor of Science in Simulation Science, Games, and Animation;** Focus of Computer Science, Digital Media, Game Design and Simulation
**GPA:** 3.178

## BOOK

**LaBate, E**. (2021) *Angel From Hell* (first edition, volume 1). Kindle Direct Publishing https://www.amazon.com/dp/B09NRG51TG

## ACTIVITIES

*Eagle Scout,* The National Eagle Scout Association (2015)
*Founder and Team Manager*, Embry-Riddle Aeronautical University Rainbow Six Siege (2017) and Valorant (2021) eSports
*Player,* Embry-Riddle Aeronautical University Gold Wings eSports Rainbow Six Siege (2017-2019), Counter Strike Global Offensive (2019-2021), Valorant (2021)
*Public Information Officer*, Embry-Riddle Aeronautical University Gold Wings eSports (2018-2020)
*Member,* Interplanetary Design and Research Team (2018-2021)
*Freelance Animator*, Generated and provided music videos to popular KPOP songs through Mixamo animations and Maya (2022-Current)