

Jacqueline Evans

[Website](#) | [Linkedin](#) | [Artstation](#)

Lighting • Cinematic & Real-Time Visual Design

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I am a creative and technical art leader with over 20 years of experience in the dynamic field of AAA games, interactive branding, and real-time production pipelines. I am passionate about blending artistic vision with cinematic storytelling while leading a talented team to create cohesive, high-quality visuals that captivate audiences. Let's collaborate to create something amazing!

Professional Experience

Lead Lighting Artist / Feature Owner

Zenimax Online Studios — AAA Unannounced Project | 2022 – 2025

- Crafted the project's lighting vision, defining composition, color, and cinematography to establish a strong neo noir visual identity.
- Designed innovative lighting tools and implemented pipelines to support teams going into full production and enhanced creative process.
- Produced benchmark visuals that seamlessly integrated narrative, gameplay, and brand presentation.
- Collaborated closely with engineers, artists, and designers to enhance real-time lighting capabilities and contribute to the development of the ZOE engine.
- Mentored and grew the Lighting team, fostering creativity, collaboration, and technical excellence.
- Utilized Unreal 5 in preproduction to generate benchmark visuals and identify tooling requirements for the proprietary engine.
- Led feature planning and cross-team collaboration to align lighting development with studio objectives.

Lead Capture Artist / Product Owner

Zenimax Online Studios — Elder Scrolls Online | 2018 – 2022

- 24 Content Zones were shipped & supported.
- Led the Capture team as both creative lead and Product Owner, defining vision, priorities, and delivery for still imagery across releases.
- Directed cinematic storytelling through the careful use of lighting, composition, color, and camera work, reinforcing ESO's visual identity and brand.

- Established benchmark imagery that set standards for quality, tone, and messaging, enhancing marketing efforts and engagement on platforms such as the website, Crown store, and global events.
- Developed cross-disciplinary capture techniques to facilitate collaboration between Game, Art, and Marketing teams while maintaining artistic integrity in visual narratives.
- Elevated the role of capture as a vital component of creative expression, integral to player-facing storytelling.
- Mentored Capture Artists, nurturing their artistic skills and promoting a consistent, cinematic approach in their work.

World Artist & Capture Artist

Zenimax Online Studios — Elder Scrolls Online | 2012 – 2018

- Base Game & 6 Content Zones were shipped & supported.
- Developed immersive environments that emphasized design intent, visual flow, and storytelling through environments.
- Crafted compelling compositions that transitioned from expansive open vistas to intimate interior spaces.
- Achieved a balance between visual fidelity and performance requirements in large-scale, open-world content.
- Worked closely with various teams, including Art and Content Directors, writers, and technical developers, to enhance the artistic vision.
- Contributed to defining visual style and creating benchmark imagery, aiding in the establishment of effective long-term capture pipelines within the Capture Artist team.

Art Director & Game Development Generalist, Freelance

Bolder Games | 2015 – 2022

- Specialized in creating branded interactive experiences in collaboration with major entertainment and technology partners.
- Developed immersive, real-time environments that seamlessly blend innovative technology with compelling artistic storytelling.
- Worked closely with clients, producers, directors, and engineers to influence and shape creative decisions and ensure successful delivery.
- Contributed hands-on to character and environment art, layout, and in-engine development, ensuring a cohesive visual identity throughout projects
- Executed interactive and VR experiences in Unity and Unreal Engine, prioritizing performance and smooth frame rates.
- Established efficient, flexible pipelines to support rapid iteration and high-performance delivery, responding effectively to client feedback.

Selected Clients & Projects

- Walt Disney Imagineering — [Enchanted Storybook Castle](#) in Shanghai, China.

- Lionsgate, Thinkwell Group — [Gods of Egypt, Beks Run](#) in Guangdong Province, China.
- Microsoft Games — Star Balls (available on iOS, Android, and Steam)

Layout Artist

[Big Grin Productions — Luki and the Lights | 2023](#)

- Collaborated with the director and cinematographer to translate creative vision into compelling layouts that enhance storytelling.
- Crafted intricate animation blocking and camera setups, focusing on framing and movement to establish a distinct cinematic language within Maya for Unreal Engine.
- Designed lighting and set-dressing blockouts, ensuring a cohesive visual flow throughout the sequences.
- Contributed to empathetic storytelling by authentically representing the experiences of ALS patients and caregivers.

Earlier Experience

Environment Artist — Netdevil/LEGO | LEGO Universe MMO | 2010 – 2012

- Modeling, Lighting, VFX, Media Artist

Generalist/Dev — Tombolo Interactive, LLC | 2012 – 2015

- Client: WaltDisney Imagineering, Nickelodeon

Lead Lighting & Compositing Artist — Impossible Pictures | 2009

- Client: Discovery Channel, Ardipithecus TV Special, Commercials

Story Development & Generalist — Big Grin Productions | 2008 – 2010

- Story writing for 3D Film, color scripts, character maquettes

3D Generalist — Norris Design | 2008 – 2009

- Landscape and Architectural Visualization

Core Skills

Lighting Direction • Cinematography • Color & Composition • Visual Branding • Unity • Unreal Engine • Lighting Pipelines • Tool Development • Feature Ownership • Team Leadership • Cross-Discipline Collaboration