**Lukas Guimaraes**

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**EDUCATION**

**Becker College**, Worcester, MA Anticipated Graduation: December 2019

*Bachelor of Arts in Interactive Media Design*

Concentration: Game Art

**PROJECTS:**

**Legends and Warfare (L.A.W.)** Fall 2018-Spring 2019

*3D Character Artist*

* Created a high poly model of the Sniper character in Zbrush
* Integrated high poly model in Zbrush to Maya in order to make low poly model
* UV Mapping low poly models in Maya
* Baked and Texture in Substance Painter for game implementation

**Shark Game** Spring 2018

*3D Character Artist*

* Created & textured a shark and turtle models in Maya
* Constructed 3D Rig, control groups, and animations using Maya (Unity engine)

**SKILLS**

* Adobe Photoshop: Advanced
* Zbrush: Intermediate
* Unity: Intermediate
* Maya 2018: Advanced
* Marvelous Designer 7: Beginner
* Substance Painter: Intermediate
* Substance Designer: Beginner
* Fluent in Portuguese

**EXPERIENCE**

**Stew Leonard's,** Danbury, CT Summer 2018-Fall 2019 (Seasonal)

*Front End Associate*

* Provided customer services with guidance and directed customers to the appropriate locations/destinations based on their needs.

**Microboard Processing Inc.,** Seymour, CT Summer 2016-Fall 2017

*Quality Control*

* Using X-ray machine’s images to inspect about five hundred or more parts per board to make sure all part is well soldered to the board and not missing or broken.

**CAMPUS INVOLVEMENT & LEADERSHIP & VOLUNTEER SERVICES**

**Becker College,** Worcester, MA

* *Esports Varsity Team Player* - Overwatch Main Tank Player – Fall 2019
* Dean’s List – Spring 2019
* Member of IGDA Becker Chapter – Fall 2018 to Fall 2019
* Volunteered around my community with Random Acts of Kindness