**Lukas Guimaraes**

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**EDUCATION**

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

*Bachelor of Arts in Interactive Media* Concentration: Computer Game Art

**PROJECT:**

**Cafe Hustle (AR)** Winter 2019

*3D Modeler and Texture*

* UV Mapping both the high and low poly models in Maya
* Baked and Texture in Substance Painter for game implementation
* Teaching my classmates how to create an UV map and how to use Substance Painter

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

*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 both the high and low poly models in Maya
* Baked and Texture in Substance Painter for game implementation

**Shark Game** Spring 2018

*3D Character Artist*

* Created a shark and turtle models in Maya
* Textured both 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 2022: Advanced
* Substance Painter: Intermediate
* Substance Designer: Beginner
* Fluent in Portuguese
* Blender: Beginner
* Unreal Engine: Beginner

**EXPERIENCE**

**Stew Leonard's,** Danbury, CT Summer 2018- Fall 2021

*Front End Associate/ Fish Host*

* Provided customer services
* Guided and directed customer to their proper destination

**Del-Tron Precision, Inc.** Bethal, CT Fall 2021 - Current 2024

*CNC Machinist*

* Program and Troubleshoot CNC Code
* Produce high quality part to exact specifications
* Finish product before due date

**CAMPUS INVOLVEMENT & LEADERSHIP**

**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*