

LUCAS LAFONTAINE

MODELER / TEXTURE ARTIST

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SUMMARY

I am an artist looking for opportunities within the visual effects, animation, and games industries. Since my early childhood I have been curious about the technology behind the entertainment that I observe and consume; exploring that has long been a pillar of my life. I am eager as ever to explore new opportunities and inundate myself in the knowledge and experience of the talented individuals that this career gives me the privilege of working with.

RELEVANT SKILLS

- Well rounded knowledge of computer graphics exceeding the scope of my specialization, including rigging, animation, lighting, and compositing.
 - A practical understanding of Python and its application within Maya and Nuke.
 - Familiarity with the Shotgun Pipeline Toolkit.
 - Experience using an abundance of equivalent software packages and the capability to switch between them depending on the needs of the project or studio.
 - Keen to work in a cooperative environment and to learn from other artists.
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SOFTWARE PROFICIENCY

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|-----------------|---------------------|
| - Photoshop | - 3D Studio Max |
| - Nuke | - Substance Painter |
| - Maya | - Arnold |
| - 3D Studio Max | - RenderMan |
| - Mudbox | - V-Ray |
| - ZBrush | - Redshift |
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RELEVANT EXPERIENCE

Intermediate Modeler / Texture Artist (2017 – Present)

ICON Creative Studio, Vancouver, BC

Junior Modeler / Surfacing Artist (2016 – 2017)

ICON Creative Studio, Vancouver, BC

EDUCATION

3D Animation for Film and Games (2014 – 2016)

Capilano University, North Vancouver, BC

Honours: Graduation with Distinction, Dean's List (Fall 2014 – Spring 2016)

Digital Visual Effects (2013 – 2014)

Capilano University, North Vancouver, BC

Honours: Dean's List (Fall 2013)

REFERENCES

Available upon request.