

# LUCAS LAFONTAINE

# DIGITAL MATTE PAINTER/ENVIRONMENT ARTIST

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## SUMMARY

I am an artist looking for opportunities within the visual effects, games, and animation industries. I am eager to engage other artists and expand my knowledge of both the technical and creative aspects behind computer graphics.

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## SOFTWARE PROFICIENCY

Primary software proficiencies:

- Photoshop
- Nuke
- Maya
- Mari
- PFTrack

Secondary software proficiencies:

- World Machine
  - ZBrush
  - V-Ray
  - RenderMan
  - SpeedTree
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## 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.
  - A strong foundation of traditional artistic skills.
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## RELEVANT EXPERIENCE

**Junior Modeler / Surfacing Artist**, ICON Creative Studio  
Vancouver, BC

**Produce Clerk**, Your Independent Grocer  
Surrey, BC

**Sales Associate**, Canadian Tire  
Vancouver, BC

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## 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)

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## REFERENCES

Available upon request.