

Lukas Patrus, 3D Artist

Personal Information

Name: Lukas Patrus
Address: Bochum, Germany
Date of birth: 18th July 1994
Nationality: German
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Education

SAE Institute Bochum, Game Art & 3D Animation Diploma

Experience

01.2013 – 03.2013 Internship: Kinoblau Design, Düsseldorf, 3D Artist
04.2013 – 07.2013 University Project for GamesCom
07.2013 – 10.2013 Freelance 3D Artist working on 'The Forest' (Indie Survival Game)
10.2013 – 09.2014 Various Freelance Projects
08.2015 – 10.2015 Environment Artist on 'Allison Road' (VR Horror Game)
09.2014 – now Freelance 3D Artist working on 'The Forest' (Indie Survival Game)

Skills

- Highpoly sculpting
- Subdivision highpoly modelling
- CryEngine and UE4 knowledge
- Lowpoly modelling
- PBR Texturing and Texture Baking
- PBR texturing knowledge
- Character design
- Retopology
- Environment Design
- Concept Art

Software:

- zBrush
- Maya
- Max
- Photoshop
- dDo
- xNormal
- Mudbox
- Substance Painter