

James Lucas

Texture Artist

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Summary

I am a texture artist from Sydney, Australia always looking to improve and find new opportunities. I enjoy bringing environments to life through creative, and realistic texturing. I also have a technical skill set, more specifically in Python, C# and PHP as well as knowledge in MEL.

Skills

- Substance Designer
- Substance Painter
- Autodesk Maya
- Python
- 3DS Max
- C#
- Quixel Suite
- MODO
- Unreal Engine 4/Unity
- MEL

Employment History

2012 - 2015

Tenfold Media

Director/Developer

- Web Development specializing in PHP, MySQL and AJAX
- Writing new systems platform from the ground up
- Working with WordPress, as well as writing custom plugins.

2012 - 2013

Storeman

Electric Seconds, Factory Seconds Warehouse

- Receiving and dispatch of stock
- Assisting customers with sales / delivering stock to customers
- Working with stock inventory systems
- Quality control checks / Stock inspection
- General warehousing and office duties
- Liaising the companies suppliers

2009 – 2012

Front-end Web Developer

Socialista Media Group

As a Front-end Web Developer for Socialista Media Group, I worked on numerous projects including;

- Socialista Media Group website – used to promote the business and allow clientele to contact the company
- 2Threads – a fashion focused website containing various articles, blogs and social media functions
- ThisWayIn – an online events portal

Employment History Continued..

2007 - 2008

Network Engineering and Computer Technician

Page One Technologies

- Building and repairing of computers
- Customer support
- Sales
- Set-up of networks

Education

2015-2017

Advanced Diploma in 3D Art for Games

Academy of Interactive Entertainment

Feb 2014- Present

Bachelor of Information Technology/Teaching

University of New England

2006 – 2007

Advanced Diploma Network Engineering

Australian Careers Business College

2002 - 2005

High School Certificate

Ingleburn High School

References

References are available upon request.