

SHEA LUTZ 3D Artist

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EDUCATION

Bachelor of Arts: Game Art

Rocky Mountain College of Art and Design 2023

Game Arts Degree provided an in-depth look at the game creation pipeline, including;

- Level and Character Design
- 3D Modeling
- 3D Sculpting
- 3D Lighting, Materials & Rendering
- Re-Topologizing
- Node-Based Programming Fundamentals
- Game Shaders
- Game Strategy and Psychology
- Motion Studies and Animation
- Character Rigging

Relevant Classwork:

- Anatomy and Life Drawing
- Color Theory
- 2D and 3D design
- Sub Focus In Game Psychology
- World Building
- Art of Villainy
- 4D Fundamentals
- Creative Writing

Industry Standards:

- Naming Conventions
- Copyright Awareness
- Pipeline Workflow

2 Time Student Gallery Selection and Nominee

4.0 GPA

SOFTWARE PROFICIENCIES

Maya 2023: Advanced Modeling, Character and Asset Rigging, Materials and Textures, Lighting, Rendering, Animation, Motion Capture Cleanup, UVs, and Re-Topology.

Z Brush 2023: Organic Sculpting and Hard Surface Modeling, Re-Topology, and Map exporting.

Adobe Substance Painter: Advanced textures and Materials for Assets, Characters, and Scene design. Understanding of export methods for different game engine and renderers, UDIMs Included.

Unreal Engine 4 & 5: Basic Node-based Programming, Advanced shaders and Materials, Lighting, Cinematography, emitter, and particle effects.

WEBSITES AND PORTFOLIOS

LUTZART3D.COM

ARTSTATION.COM/LUTZART3D

[HTTPS://WWW.LINKEDIN.COM/IN/SHEA-LUTZ-5A86AB258](https://www.linkedin.com/in/shealutz-5a86ab258)