

Lucas Michel

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Qualifications:

- Five years of college study in digital and traditional art and design
- 3D Modeling, texturing, and sculpting proficiency
- Knowledge of medieval history, combat, weapons, and armor
- Software proficiencies: ZBrush, Maya, Marmoset, Photoshop, Mudbox, UDK Editor, Microsoft Word, Excel, and Power Point
- Avid gamer and dungeon master; strong background in fantasy and sci-fi lore

Experience:

Fall 2013

Character Design with Danny Williams - ZBrush Workshop

Character Artist

- Produced two character designs projects from 2D into 3D
- Traditional and digital character art training and practice

2012- 2013

Michel Design Works fulfillment center - Ocala Florida

Customer Service Representative

- Customer service and data processing
- Product and sales analysis

2009- 2012

Savannah College of Art and Design – Savannah, Georgia

Game Design Major

- BFA in Game Design with a focus in 3D modeling
- Member of the SCAD Game Developers Network
- Awarded academic scholarship; earned dean's list for three quarters
- Major GPA: 3.45

Summer 2011

Savannah Col of Art and Design Study Abroad Program – Lacoste, France

Fine Arts Major

- Studied drawing, printmaking, and French/Gothic architecture
- Drawing and printmaking work featured in the Lacoste Vernissage art exhibition

Summer 2008

Cambridge University – Cambridge, England

Studies in Medieval Warfare and History

- Took college-level courses in Ancient History and Medieval History
- Took additional Warfare and Weapons Studies under Master Blacksmith Magnus Magnusson

2007- 2009

Green Mountain College – Poultney, Vermont

Fine Arts Major

- Studied fundamental fine arts and history
- Focus in sculpture: clay, stone, and wood carving; bronze casting
- Overall GPA: 3.0+

Summer 2006

The Jacksonville Center - Floyd County, VA

Studies in Blacksmithing

- Studied introductory metallurgy and the process of heating, shaping, and tempering metals at a forge under Master Blacksmith Dale Morse
- Forged five basic-level objects from iron and one double-bladed weapon

References and portfolio available on request