

## Luke Schloemer

Lead 3D Artist

<http://www.LTS3D.com>

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### Summary

Dedicated artist constantly seeking new ways to improve quality of work. Specializes in Textures, Materials, and Game Engine Work. Led and mentored artists on multiple projects. Quickly adaptable to new pipelines and software. Artistic and technical mind-set allowing for a variety of different skillsets. Extremely task oriented and organized.

### Technical Knowledge

- PBR Texturing
- Advanced Materials/Lighting (UE4/Unity)
- Environment/Hard Surface Modeling
- High Poly to Low Poly Baking
- Desktop/Mobile Development
- VR/AR/MR Development
- Technical Optimization
- Blueprint (UE4) Scripting

### Software Proficiencies

- 3dsmax / Maya
- Unreal Engine 4 / Unity
- Substance Designer / Painter
- Photoshop
- Houdini
- Version Control (SourceTree, SVN, P4)
- Quixel Suite
- zBrush

### Shipped Titles

- [Coco VR](#) (Oculus PC / GearVR Mobile) by *Magnopus/Pixar*
- [Mission: ISS](#) (Oculus Store - PC) by *Magnopus*
- [Moana VR: Kakamora Orchestra](#) (GearVR) by *Magnopus*
- [Disney Movies VR](#) (PC, then later GearVR) by *Disney (developed by Magnopus)*
- [Dexterity Ball 3D](#) (PC) by *Quandary Solutions Ltd*

### Work Experience

- [Magnopus](#) (Full-Time) - Lead 3D Artist April 2018 - Present
- [Magnopus](#) (Full-Time) - 3D Artist Mar 2016 - April 2018
- [Dark Rift Entertainment](#) (Contract/Part-Time) - Texture/Material Artist Feb 2016 - Jan 2018
- [Fenix Fire Entertainment](#) (Contract) - Environment Artist April 2015 - Feb 2016
- [Quandary Solutions Ltd](#) (Freelance) - 3D Artist/Designer Sep 2015 - Dec 2015
- [Game Flash Design & Marketing](#) (Freelance) - Environment Artist Mar 2015 - May 2016

### Speaking/Presentations

- [CocoVR: Engineering a Cinematic Experience](#) Game Developers Conference (GDC) 2018
  - Art Pipeline + Shader Breakdown
- [Journey to Mission ISS](#) Game Developers Conference (GDC) 2018
  - Art Breakdown

### Education

*The Art Institutes of California - Inland Empire - Graduate*

- Bachelors of Science, Game Art & Design July 2011 - March 2015