Lucas Soler

3D Artist

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Artstation.com/lucassoler

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Competences

I am a skilled 3D Artist specialized in creating models, textures, and environments for games. I have a particular focus on hard surface objects and vehicles.

Besides my artistic abilities, I also have experience analyzing and improving workflows to make processes faster and give other artists more creative freedom.

I pay close attention to detail and always strive to deliver high-quality results. I work well in teams, collaborating with others to achieve project goals, as well as providing and requesting feedback when required. I stay updated on the latest industry trends and advancements in 3D art techniques.

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Experience

Freelance 3D Artist at Onyx Studio (onyx.rs) (October 2022 - Currently):

- Worked on Blockout, High Poly, Low Poly, UVs and Textures of Realistic assets for an unannounced shooter.
- Worked on the modeling and texturing of assets for stylized internal project.
- Demonstrated and implemented procedural tools using blender geometry nodes in order to streamline and speed up the modeling process for repetitive tasks, while allowing for artistic freedom when using the tools.

3D Artist at Mister Spex SE (misterspex.de) (December 2021 – October 2022):

- Modeling, UV, textures and QA of over 700 Eyewear models for AR app based on scan data.
- Designed automation tools to streamline the modeling process, reducing the modeling time of each asset from 1:30h to 45 minutes.
- Implemented and streamlined the hierarchy/export process for the Blender workflow, automating the naming and export process.
- Wrote documentation regarding the modeling process.

Freelance Weapon Artist at RABCAT Game Art (rabcat-gameart.com) (July 2020 – October 2021):

- Worked collaboratively as a member of the **Valorant** Weapon Skins team
- Assumed responsibility for the creation of Blockout, high poly, low poly, UVs, and textures for weapon models in **Valorant**
- Utilized concept art provided by **RIOT Games** as a reference for model creation
- Worked under the supervision and guidance of **RABCAT** Lead and Senior artists
- Maintained a high level of quality and attention to detail throughout the process
- Completed assigned tasks within a 10-month timeframe

Boldly-XR (boldly-xr.com) **(Freelance Contract)** (2019-2020)**:**

- Worked on product modeling and preparation for AR application, ensuring accurate and detailed 3D models.
- Collaborated with cross-functional teams to gather requirements and iterate on the models based on feedback.
- Completed assigned tasks within a 4-month timeframe, meeting project deadlines and maintaining a high level of quality.

Evolve Studios (shop.evolve.studio) **(Freelance Contract)** (2019)**:**

- Worked on the 3D modeling and rendering of various merchandising items, including hoodies, snapback hats, coffee cups, and more, for the online store.
- Produced high-quality 3D models and rendered visuals that displayed the merchandise in a visually appealing and marketable manner.
- Collaborated with the design team to ensure accurate representation of product details, textures, and materials, resulting in compelling visual assets for the online store.

Car Covers (carcovers.com) **(Freelance Contract)**(2017-2023)**:**

- Worked on the 3D modeling, shading and rendering of over 200 car covers for online store.
- Utilized Marvelous Designer to simulate realistic draping effects of car covers over vehicles, achieving an authentic and visually appealing representation.

Education

Escuela Europea para la Comunicación y las Artes Visuales

3D Modeling, Animation and VFX Master's Degree
OCTOBER 2018 - JULY 2019, ALICANTE

Software

Blender	**Autodesk Maya**
Substance Painter	**Photoshop**
Zbrush	**Unreal Engine 5**
Unity	**JIRA**
Marvelous Designer	**Substance Designer**

Additional Information

Languages   **B Driving License (EEA)**
Spanish - Native
Catalan - Native
English - B2