

# LUCAS SOLER

## 3D ARTIST

(34) 654 131 733 | [Artstation](#) | [Behance](#) | [LinkedIn](#) | Berlin, Germany

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### CAREER SUMMARY

I am a skilled 3D Artist with 6 years of experience in the industry, specializing in creating models, textures, and environments for games. I have a particular focus on hard surface objects and vehicles. Alongside my artistic abilities, I also have experience analyzing and improving workflows to make processes faster and give other artists more creative capabilities.

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### SOFTWARE EXPERTISE

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

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### PROFESSIONAL EXPERIENCES

#### **FREELANCE 3D ARTIST** **Onyx Studio ([onyx.rs](#))**

**October 2022 – Current**

- Works on Blockout, High Poly, Low Poly, UVs, and Textures of Realistic assets for an unannounced shooter.
- Produces modeling and texturing for assets for a stylized internal project.
- Demonstrates and implements 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** **Mister Spex SE ([misterspex.de](#))**

**December 2021 – October 2022**

- Created Modeling, UV, textures, and ensured quality assurance of over 700 eyewear models for augmented reality 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.
- Developed materials and documentation regarding the modeling process for training and continuity purposes.

#### **WEAPON ARTIST, CONTRACT** **RABCAT Game Art ([rabcat-gameart.com](#))**

**July 2020 – October 2021**

- Collaborated as a member of the Valorant Weapon Skins team, assuming 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
- Owned end-to-end design, maintaining a high level of quality and attention to detail throughout the process.
- Completed assigned tasks within the set deadline, a 10-month timeframe.

**3D ARTIST, SPECIALIST CONTRACTOR**  
**Boldly-XR ([boldly-xr.com](http://boldly-xr.com))**

**2019 – 2020**

- Worked on product modeling and preparation for augmented reality 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 high quality.

**3D ARTIST, SPECIALIST CONTRACTOR**  
**Evolve Studios ([shop.evolve.studio](http://shop.evolve.studio))**

**2019**

- Designed 3D modeling and rendering for various Consumer Packaged Goods (CPG) and soft-line 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.

**3D ARTIST, SPECIALIST CONTRACTOR**  
**Car Covers ([carcovers.com](http://carcovers.com))**

**2017 – 2023**

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

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PROFESSIONAL EXPERIENCES

Escuela Europea para la Comunicación y las Artes Visuales  
Masters in 3D Modeling, Animation and VFX  
October 2018 – July 2019, Alicante

LANGUAGES

Spanish - Native  
Catalan - Native  
English - B2

OTHER SKILLS & INTERESTS

B Driving License (EEA)  
Sculpting (in real life)

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