



Lukas A. Muñoz

Game Designer
2D / 3D Artist
Animator
Web Designer
Programmer

Madrid, España
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Services

Game Designer
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Animator
Web Designer
Programmer

Personal

Date of Birth: 01 / 12 / 98
Nationality: Spanish
Languages: Spanish (Native), English (Proficiency),
Japanese (Learning)

Creative Game Developer and 3D Animator who loves to tell stories that inspire people, whether in videogames or animations. Committed and always eager to learn.

Experience

Character 3D Animator (Jul 2020 - Oct 2020)
Labhipermedia - Internship

Education

Character 3D Animation (2021 - 2022)
Universidad de Tecnología y Arte Digital (UTAD)

Game Design and Development (2016 - 2021)
Universidad Rey Juan Carlos (URJC)

High School (2015 - 2016)
Colegio Sagrado Corazón Capuchinos (CSC)

Language Immersion Courses with family stay (2012-2017)
Enforex, England and Ireland

Summer Language Immersion Courses (2008 - 2011)
King's College Alicante

Achievements

TFG: Procedural Terrain and biomes Generator (2020 - 2021)
Final bachelor project with honorable mention

CSC Short Story Winner (2013)
Contest organized by Colegio Sagrado Corazón Capuchinos

CSC Short Story Winner (2011)
Contest organized by Colegio Sagrado Corazón Capuchinos



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Programming Skills

Web Design

From web navigation and usability design to its development using HTML, CSS, JavaScript and jQuery.

Front End Programming

Programming of the communication module with Json on the client side.

Back End Programming

Programming of the communication module using API REST or Websockets on the server side.

Game Developer

Game Development knowledge in Unreal Engine, Unity, and for browser and android oriented games.

Artistic Skills

Character Design

From character and color design to outfit and weapons design.

3D Modelling

Modelling a 3D model out of a 2D character sheet.

3D Animation

Rigging and animation of a 3D model.

Game Design

Level design, mechanics design, UI design and game design documentation.

Software

Photoshop
Animate
Maya
3DS Max
Blender
SketchUp
Unity
Unreal

Programming

C++ / C#
Java
HTML / CSS / JS / JSON
Unreal Blueprints
MongoDB