



## Lukas A. Muñoz

Game Designer

2D / 3D Artist

Animator

Madrid, España

+34 649 90 71 99

lukas.a.munoz@gmail.com

lukasamunoz.github.io

## Services

Game Designer

2D / 3D Artist

Animator

## Personal

Date of Birth: 01 / 12 / 98

Nacionality: Spanish

Lenguajes: Spanish (Native), English (Proficiency)

Creative Game Dev student whose objective is to make games which entertain people and inspire others while learning more and more.

## Education

Game Design and Development (2016 - Present)

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

## 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

3DS Max

Blender

SketchUp

Unity

Unreal

Programming

C++ / C#

Java

HTML / CSS / JS / JSON

Unreal Blueprints

MongoDB



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## Other

### CSC Short Story Winner (2013)

Contest organized by Colegio Sagrado Corazón Capuchinos

### CSC Short Story Winner (2011)

Contest organized by Colegio Sagrado Corazón Capuchinos

## Interests

### Travelling as far as possible

I love travelling to far-away countries to discover other cultures.

### Reading Comics

I enjoy comics that have both good illustrations and stories.

### Analising Movies

I like breaking down movie scenes to discover all the meanings behind.

### Swimming

*"Mens sana in corpore sano".*