

Lewis Spalato

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Game Portfolio: spalato-bros.itch.io | Asset Portfolio: <https://www.artstation.com/lewisspalato>

EXPERIENCE

3D modeler and animator - tagSpace

2020 - Present

tagSpace is a company focused on creating augmented reality experiences for users to interact with and share.

- Created interactive 3D scenes with custom made models and effects.
- Worked with external clients to create engaging augmented reality experiences.
- Modeled, UV mapped, textured, and animated hard surface objects.
- Produced rigs and animated characters.

EDUCATION

Swinburne University of Technology - Bachelor of Arts (Games & Interactivity)

2018 - 2021

Victorian Certificate of Education - Taylors Lakes Secondary College

2017

FEATURED PERSONAL PROJECTS

Wavecade - 2023: [Website](#), [Steam](#), [itch.io](#)

A sci-fi arcade shoot-em-up where you control the speed of time.

- Created 20 unique low poly spaceships, capable of animation, all sharing a single UV map.
- Modeled and textured the main boss/antagonist.
- Modeled various items in the game, such as hazards and power ups.
- Composed soundtracks and implemented sound effects.
- Conducted extensive playtesting.
- Assisted in publishing on various mobile and console platforms.

Edwardo - 2021: [Steam](#), [itch.io](#)

A stealth first-person horror game where you must search and collect samples using a UV-light.

- Using Unity High Definition Render Pipeline (HDRP).
- Over 700 downloads and played by popular streamer penguinz0 [Watch here](#).
- Implemented a stealth mechanic to create tension between players and Edwardo.
- Personally modeled and animated most assets in the game.
- Created social media presence with immersive trailers.
- Sourced voice acting to convey the story to players.

Edgar's Room - 2021: [Steam](#), [itch.io](#)

A first person horror game where players must solve puzzles and listen for any signs of Edgar's presence.

- Using Unity Universal Render Pipeline (URP).
- Implemented systems to randomize player experiences.
- Created 16 unique puzzles that differ each playthrough. Ranging from scavenger hunts to brain teasers.
- Hosted public beta testing to fine-tune the difficulty of puzzles.
- Careful consideration of sound design.

Patchy Patients - 2020: itch.io

A wacky first-person shooter where players wield a bandage gun to try to last as long as possible.

- Made for Global Game Jam 2020 with a team of five people in two days.
- Designed and modeled map layout and animated bandage gun.

See more projects [here](#).

SKILLS

Game Design: 5 years experience with Unity. With emphasis on user experience design, building visually engaging scenes, scope management, and optimization. [See example](#).

Implementing the Steamworks API to PC games.

Level Design: 3 years experience using Maya to create dynamic environments, Then transported into Unity to be modified via testing.

Modeling: 3 years experience with organic and hard surface modeling, including low and high poly styles in Maya. [See example](#) (Sketchfab allows users to view topology in different rendering modes).

UV Mapping: 3 years experience using Maya to create efficient and tightly packed UV maps.

Texturing: 2 years experience with Substance Painter to create realistic or styled designs.

Rigging: 3 years experience with detailed character rigs with realistic weight painting and functionality in Maya.

Animation: 3 years experience with keyframing techniques to develop fluid and responsive animations in Maya and Unity.

C# Programming: 2 years experience using Unity C# programming to create games with a unique mechanical hook.

Audio: 8 years experience using DAW's such as FL Studio to produce soundtracks and sound effects that have been used in games.

Other Software Skills: Photoshop | Version Control (Git) | Premiere Pro | Visual Studio.

HOBBIES & INTERESTS

- Creating indie games for my community.
- Attending local game jams and meetups such as IGDA Melbourne.
- Playing the drums in a band.

REFEREES

Available upon request.