

JUAN D. LUGO

8301 Alveron Ave Orlando Florida 32817 | (C) (850) 848-7065 |
juandlugopro@gmail.com

Professional Summary

Dedicated and experienced Game Developer and a self-taught 3D Designer with extensive Knowledge of Game Developer Design, programming, gameplay, and AI. Bringing Leadership, drive, and over three years of experience to the table. Knowledge and experience with Unreal Engine C++ & Blueprints and Unity C#. I'm currently a student at Florida's Full Sail University pursuing a degree in Game Development. I aspire towards a career that will allow me to channel my creativity through beautiful crafting games and engaging gaming experiences.

Skills

- Implementation of gameplay system and logic in C++ and Blueprint in Unreal Engine 4, and C# in Unity engine
- Experience in all aspects of game development, from writing to designing to programming
- Especially creative in story development
- Great capacity for learning and implementing new types of programming
- Excellent written and verbal communication skills
- Hi & Low poly 3D modeling
- Hand-painted and PBR quality texturing.
- Creating character from concepts art
- Extensive knowledge and understanding of anatomy and form
- Excellent knowledge of topology for animation and games
- High quality cloth sculpting
- High quality/efficient UV Unwrap
- Teamwork / Collaboration

Work History

Covalent Reality VR Game Developer

10/2019- 06/2020

- Worked on highly detailed VR projects as game designer & developer on Unreal Engine 4 Cross-platform development of VR-specific design.
- Develop and program many aspects of game drove the vision and implementation of features and game systems throughout the player life cycle.
- Designed and modeled various environment, character, props, and textured assets for rendering and optimized Shader.
- Working closely together with the cross-brand rendering and visualization technology.
- Working on a complex solution base in a distributed team.

3D Character Artist (Contract)

04/2017- Current

- Work with AD to make sure all models are of the highest Aesthetic quality
- Works towards established production deadlines
- Provide feedback to improve the tools
- Promote a positive work environment through high personal and performance standards
- Makes a significant, direct contribution to the creation of character art
- Designed character concept art, model and textures, render, simple rigging, and animations for production.

04/2017- Current

Civil Designer/ 3D Environment Artist (Contract)

- Merge 3D architectural building models with 3D point cloud models for accurate representation of proposed projects and to benefit virtual and augmented reality tools.
- Review rough sketches, drawings, specifications, and other engineering data received from civil engineers in order to design concepts with CAD software, SolidWorks, REVIT, Sketchup, Maya, Adobe Photoshop, Illustrator or Unreal Engine

Project Experience

The Blind Forest

Roles: Game Developer/Design/Art

Languages: C#

"The Blind Forest" is a 2.5D action-platformer with a focus on mastering of new abilities and exploration into a vast and challenging world. Battle ferocious foes on your journey into the world with the tight and fluid gameplay to get the stone keys and unlock the gates to the temples. Fight and defeat the guardian to retrieve the last key and open the secret temple.

Video: <https://www.youtube.com/watch?v=WMzpa6BnJlk>

Maze Revolution

Roles: Game Developer

Languages: C++ & Blueprints in UE4

Misc: Maze Evolution is a mobile action puzzle game that let you experience different obstacles, level up, improve your Spheres and come up with strategies to overcome the maze. Made in Unreal Engine 4. A Personal project develop only for one person.

Video: https://www.youtube.com/watch?v=CFrDd_Oeon4&t=49s

Anime Cell Shader

Misc: Shader created on Unreal Engine 4 utilizing different aspect of material, light, and effects programing.

Education

Game Development Full Sail University Orlando Florida 2020-2022

B.A. Civil Engineering, University of Puerto Rico 2010

Military Science (MSII), ROTC ARMY, University of Puerto Rico 2010

3D Computer Graphics, self-studied with support Courses and trainings

Software

- Unreal Engine 4
- Unity
- Autodesk Maya
- Zbrush
- Adobe Photoshop
- Substance Painter/Designer

- AutoCAD
- SolidWorks
- REVIT
- GIS
- Microsoft Office & Excel

Programming Languages

- C++
- C#
- SQL
- Python
- JavaScript
- CSS / HTML