

JUAN D. LUGO

8301 Alveron Ave Orlando Florida 32817 | (C) (850) 848-7065 |

Email: juandlugopro@gmail.com

Website Portfolio: <https://jdmxilius.github.io/Juan-Diego-Portfolio/>

Professional Summary

Experienced Game Developer and self-taught 3D Designer with extensive knowledge of game developer design, programming, gameplay, and A.I. Bringing leadership, drive, and over three years of experience to the table. Knowledge and experience with Unreal Engine C++ & Blueprints, and Unity C#. Current 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 beautiful 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
- Creative and engaging storylines
- Great capacity for learning and implementing new types of programming
- Great written and verbal communication skills
- Analytical and Logical Problem-Solving skills
- Hi & Low poly 3D modeling
- Hand-painted and PBR quality texturing.
- Creating character from concept arts
- Good knowledge and understanding of anatomy and shape form
- Good knowledge of topology for animation and games
- Rigging and Animation of 3d models
- 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 Engine4 cross-platform development of VR-specific design.
- Developed and programmed many aspects of game and 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.
- Worked with the team on cross-brand rendering and visualization technology.
- Worked on a complex solution based in a distributed team.

3D Character Artist (Contract)

04/2017- Current

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

Civil Designer/ 3D Environment Artist (Contract)

04/2017- Current

- 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 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.

Website: <https://jdmaxilius.github.io/Juan-Diego-Portfolio/game-developer-projects/the-blind-forest.html>

Maze Revolution **Roles:** Game Developer

Languages: C++ & Blueprints in UE4

Misc.: Maze Evolution is a mobile action puzzle game that lets 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 developed by one person.

Website: <https://jdmaxilius.github.io/Juan-Diego-Portfolio/game-developer-projects/maze-evolution.html>

Anime Cell Shader

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

Education

B.A. 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	

Achievement

Course Director award – this award granted from Full Sail University.

Software

Programming Languages

• Unreal Engine 4	• AutoCAD	• C++
• Unity	• SolidWorks	• C#
• Autodesk Maya	• REVIT	• SQL
• Zbrush	• Microsoft Office & Excel	• Python
• Adobe Photoshop		• JavaScript
• Substance Painter/Designer		• CSS / HTML

Hobbies

When I'm not on the computer, I enjoy dancing, exercising, and playing with my pets.