
LUCAS NETTO



LNETTOMERCED@GMAIL.COM



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MEDIA DEMO REELS

<https://tinyurl.com/2ubxx38r>



<https://tinyurl.com/blrndrr>



Github

<https://github.com/JuniKnytt>

OBJECTIVE

Focused and passionate college student with competent 3D design skills and programming skills, looking to leverage my enthusiasm to help meet company goals while learning and growing within my chosen discipline.

SKILLS

3D Environment Design

3D Modeling (Meshing, Molding, Texturing, Materialing)

Programs & Engines: Unity, Source, Blender

Programming Languages:

Lua, SourcePawn, C#, C++, Java, Python, Flask.

Languages:

English - (Fluent)

Portuguese - (Native)

Japanese - (Intermediate)

EDUCATION

College

University of California Merced, Merced, CA

Computer Science B.S - In Progress

Computer Engineering B.S - In Progress

PROJECTS

--Voice-Chat Bot in Python for

Social Media Client

--Japanese Text-to-Speech in Python for

Social Media Client

--Program Extension in C# for Computer Games

--Program Modifications in C++ for Computer Game

--3D Models from Scratch w/ Texturing, Bone Rigging, and Materials, in Blender to be used as Computer Game Content.

--3D Generated World Environments for Game Content

--Utility Barcode Scanner program for Industrial Use

--Datalogging tools for archiving and databasing w/ Excel Spreadsheet Support

--Translation commits for non-english programs