



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

Expertises

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

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 to break down movie scenes to discover all the meanings behind.

Swimming

"Mens sana in corpore sano".