



CURRICULUM VITAE **LUCAS SELFSLAGH**

☎ +32 471 07 40 98
✉ lucas.selfslagh@gmail.com
📍 9000 Gent
🎂 27 november 1991

Background information

I've been active as a 3D Generalist for five years with a focus on software development the last two years. Being deployed as somewhat of a Swiss Army pocketknife during my career, my duties have spanned exploring the first concepts of a product or visual together with sales partners and/or clients, to designing and rendering stills or animations from technical drawings, developing interactive VR experiences, mobile AR applications, cross platform proof-of-concepts for diverse clients in the architectural, industrial, entertainment and event sector.

Computer graphics allow you to first perfectly reconstruct reality, and then make it do whatever you or your product need it to do. 3D visualization is a work of field where art and science converge, where the impossible becomes possible and the invisible becomes visible. In my opinion, computer graphics are the ultimate way to tell stories and reveal underlying processes in a visual and interactive way.

My first experience with computer graphics was through a hobby: Ghent Theft Auto - a project with the humble goal of recreating the entire city of Ghent inside of a video game. Gentcement is the other side project that I started during my studies. Together with Frédéric Louis, a friend who did graduate to become an architect, I started the architecture blog to inform people about the past and future of urban planning and construction in Ghent. Another relevant early experience is my voluntary internship at Fisheye. Like many people, I worked various temporary 'student' jobs during weekends or summers, such as building the decorations for Tomorrowland's camping, both in the workshop and on-site.

My first full-time job as a 3D artist was at the architectural visualization firm Nanopixel. While living and working in Roeselare for just over a year, I was introduced working in a visual production team and the workflows along the various stages of the visualization process.

During my time at Nanopixel, I founded a VJ duo together with a good friend of mine, under the name of LUMEN. In our first year of operations, LUMEN proudly worked on over ten editions for five different customers in four different venues, including the Concertzaal in Vooruit Kunstencentrum and the Kontrolekamer at Kompas Klub.

After my first job in the field, I moved towards a more technical role at POW 3D Design in Zele. At POW 3D, I applied my skills towards optimizing the company's production workflow, providing conceptual and technical support when chasing leads, but also making product animations, interactive visuals, 360° video applications and a real-time interactive VR experience where users could explore the fully automated line of Europe's biggest dough factory.

My latest job, working as a 3D Engineer at In The Pocket, really opened up a new world for me. Working in a versatile company with cross-functional teams allowed me to solidify my knowledge of real-time applications like augmented reality and broader domains such as software architecture, mobile development. While working at In The Pocket, I was able explore entirely new domains such as agile development and C# programming and make them my own.

Work experience

06-2018 to present

3d engineer (full-time)

In The Pocket

I'm currently employed as a 3D Engineer at In The Pocket, where I'm responsible for everything concerning graphics (assets & rendering) in a dedicated Augmented Reality product team. Since AR productions have as much need for code as they do for content, my current job has me programming in C# as much as authoring content.

During my time at In The Pocket, I really solidified my programming knowledge and started using Python, C#, Javascript in combination with the Unity 3D engine and Blender, to quickly produce cross platform proof of concepts featuring augmented reality, geospatial data, machine learning. I was also introduced to the fundamental paradigms of software and product development: SCRUM, agile development, version control, product strategy & strategy.

Applying my 3D expertise to the process of a company such as In The Pocket, and in return, learning everything there is to learn about mobile product development turned out to be a solid expansion of my skills.

Clients

- Woody World
- Telenet Innovation Center
- ADP Innovation
- Confederatie Bouw Limburg
- Cinionic SP4K Experience
- SMEG
- Telenet The Park Playground
- Shift 2018

Responsibilities

- Unity 3D development
- XR development
- programming mobile application prototypes
- create high quality 3D and 2D art content for internal prototypes
- helping facilitate workshops with clients and partners
- producing vfx & video content for case movies and promotional material
- supporting sales with making estimates and chasing leads
- deploying mobile Unity applications to iOS and Android platforms
- implementing image classifiers in mobile Unity apps
- designing & animating 3D characters
- estimating & planning software architecture
- processing point clouds, computer vision & SLAM algorithms

11-2016 to 11-2017

technical consultant (full-time)

POW 3D Design

After my first experience working in an architectural visualization studio, I moved towards a more technical profile. Instead of solely producing images, I applied my 3D expertise in support of the company acquiring and delivering a broad range of projects. Being so tightly involved in the sales process has taught me many aspects of the digital image production market and sector.

During my time at POW 3D Design, I solidified my knowledge of the Unreal Engine, almost single handedly producing a huge industrial VR experience, visualizing the biggest bakery in Europe.

My time here also marks my first encounter with the Unity Engine and C# scripting.

Clients

- SVK
- Ketnet VR Studio
- Spiromatic
- Volvo Trucks Belgium

Responsibilities

- 360° video applications
- architectural visualisation
- realtime VR
- product visualisation
- scripting
- sales support
- optimizing image production workflow
- creating an interactive guided VR tour of Europe's biggest dough factory in Lantmannen
- developing a 360° VR application for Volvo Trucks
- architectural visualisation for the Loop

10-2016 to 06-2018

visual artist (self-employed)

LUMEN

LUMEN is a VJ duo I founded together with one of my best friends, who had a lot of 'maker' experience building Dreamville, the Tomorrowland camping, each year. Through the combination with my digital skills and visual artist experience, our goal was simply put: unleashing our combined onto the event scene in Ghent!

In our first year of operations, LUMEN proudly worked on over ten events for five different organisers in four different venues, including the Concertzaal in Vooruit Kunstencentrum and the Kontrolekamer at Kompas Klub.

Clients

- Moonday
- SLAGVELD
- Kortsluiking
- Onrust
- Lost In Time

Responsibilities

- promo content
- animation
- projection mapping
- stage design
- video production

11-2015 to 11-2016

3d artist (full-time)

NANOPIXEL

My first full time job producing architectural 3D stills images and animations with Autodesk 3DS Max and V-Ray.

At Nanopixel, I learned a lot about what makes a great visual great and had my first experiences working in a visual production team. I also had my first encounters with professional 3D animation and interactive experiences using real-time game engines.

I was also put in charge of the IT infrastructure, because I happily optimized our shared asset libraries and liked configuring distributed rendering farms, lessening the load on our NAS and achieving speedups for extremely heavy scenes.

Clients

- voetgangerszone Brussel
- Gedempte Zuiderdokken Antwerpen
- TRAXX-site Roeselare
- Zillion site Antwerpen
- oefencomplex Club Brugge
- Barco
- Bostoën
- Renson

Responsibilities

- shading
- lighting
- animation
- asset management
- distributed rendering
- scripting
- modelling
- rendering

07-2014 to 06-2015

web & social media manager (freelance)

9000Toeren

9000 Toeren is a book covering 50 years of history in the local Ghent music scene, produced by a group of journalists and creatives from Ghent.

I designed the website and held social media campaigns for activities in the 3 months following the release of the book.

Responsibilities

- web design
- social media
- community management
- campaigns

08-2013 to present

co-founder

Gentcement

Gentcement aims to inform the citizens of Ghent about upcoming and past urban developments, in a fun to read and visually pleasing way.

Frédéric and me designed the website and supply it with articles and imagery pertaining current and upcoming construction projects.

As Frédéric's side-kick, I write articles about and take pictures of infrastucture projects and construction sites.

Responsibilities

- photography
- copywriter
- social media

08-2013 to 11-2013

intern

Fisheye

I voluntarily applied for an internship at Coptermotion, a daughter company of Fisheye. I wanted to learn workflows that could process large scale 3D scanning using drones using retopology, for eventual visualization inside realtime games engines.

I stayed at Fisheye for three months in the summer and learned a lot about visual production and the sector in general.

Responsibilities

- retopology
- photogrammetry
- 3D scanning
- realtime visuallisation

03-2013 to present

founder

Ghent Theft Auto

Ghent Theft Auto: an open-world game, set in a pocket-sized metropolis.

The project garnered a lot of media attention and fostered collaborations with Café Corsari, Scheire en de Schepping, Apps4Ghent, Gent in 3D, Clouddesign, Mutation, Ghent In Motion, etc.

Ghent Theft Auto has taught me invaluable lessons in diverse fields, an experience that you can't easily find solely in a high school or university. To this day, I keep developing and getting invites to talk about the possibilities of my 'monster pet project'.

Professional skills

General

- digital native
- public speaking
- event hosting
- photography
- history

Programming

- Python
- Maxscript
- C#
- Virtual Reality
- Augmented Reality
- HTML
- CSS
- ARKit
- ARCore
- ARFoundation
- Hololens
- Git
- Windows OS
- macOS
- Linux
- NodeJS
- Shell
- Bash
- .NET

Software

- Autodesk 3DS Max
- Microsoft Word
- Microsoft Excel
- Microsoft Powerpoint
- Keynote
- Sketchup
- Blender
- Adobe Photoshop
- Adobe After Effects
- QGIS
- Unity 3D
- Unreal Engine 4
- Sketch
- Figma
- XCode
- Android Studio
- Sourcetree
- Visual Studio
- Meshlab

3D Production

- modelling
- shading
- texturing
- rigging
- skinning
- rendering
- physically based rendering
- raytraced rendering
- animation
- motion capture
- retopology
- point cloud rendering
- distributed rendering
- texture baking
- asset optimisation
- photogrammetry

Education

Techniek-Wetenschappen

Openbare Examencommissie

3rd degree TSO

2012-01-01

Economie

Sint-Barbaracollege Gent

2nd degree ASO

2007-01-01

Moderne Talen

Sint-Barbaracollege Gent

1st degree ASO

2005-01-01

Architecture

Sint-Lucas Hogeschool voor Wetenschap en Kunst

Bachelor

2012-01-01

Certificates

Elements of AI

University of Helsinki

2020

Certificate of Digital Proficiency

Microsoft

2015

NBN-normen voor tekst- en
briefschikking

VDAB

2015

Courses

<div>Websites ontwerpen met HTML 5</div> <div>VDAB</div> <div>2015</div>	<div>Unity: Timeline and Cinemachine</div> <div>Linkedin</div> <div>2020</div>	<div>Unity: Interactivity for AEC</div> <div>Linkedin</div> <div>2020</div>
<div>After Effects 2020 New Features</div> <div>Linkedin</div> <div>2020</div>	<div>Cert Prep: Unity Audio and Effects</div> <div>Linkedin</div> <div>2020</div>	<div>Unity 3D 2019 Essential Training</div> <div>Linkedin</div> <div>2020</div>
<div>Cert Prep: Unity Scripting and Publishing</div> <div>Linkedin</div> <div>2020</div>	<div>Initiatie in boekhouden</div> <div>VDAB</div> <div>2020</div>	<div>Cert Prep: Unity Fundamentals</div> <div>Linkedin</div> <div>2020</div>
<div>Informatica: Scrum</div> <div>VDAB</div> <div>2020</div>	<div>Inleiding tot PHP</div> <div>VDAB</div> <div>2016</div>	<div>Adobe Photoshop: oefeningen</div> <div>VDAB</div> <div>2015</div>
<div>C#: Delegates, Events and Lambdas</div> <div>Linkedin</div> <div>2020</div>	<div>Unity 2017: Architectural Visualization</div> <div>Linkedin</div> <div>2020</div>	<div>Webdesign: basisprincipes Drupal</div> <div>VDAB</div> <div>2015</div>
<div>Cert Prep: Unity Animation and Cinematics</div> <div>Linkedin</div> <div>2020</div>	<div>Unity: AR Visualization 03 Complex Interactivity</div> <div>Linkedin</div> <div>2020</div>	<div>C# File System Tips and Tricks</div> <div>Linkedin</div> <div>2020</div>
<div>C# Object-Oriented Programming Tips and Tricks</div> <div>Linkedin</div> <div>2020</div>	<div>Revit to Unity for Architecture, Visualization, and VR Intermediate</div> <div>Linkedin</div> <div>2020</div>	<div>Cert Prep: Unity Materials and Lighting</div> <div>Linkedin</div> <div>2020</div>
<div>Unity: Scripting with C#</div> <div>Linkedin</div> <div>2020</div>	<div>Sociale media op de werkvloer</div> <div>VDAB</div> <div>2015</div>	<div>Webdesign - stylesheets in CSS3</div> <div>VDAB</div> <div>2015</div>
<div>C# for Unity Game Development</div> <div>Linkedin</div> <div>2020</div>	<div>Unity: Integrating GPS and Points of Interest</div> <div>Linkedin</div> <div>2020</div>	<div>Adobe InDesign: basis</div> <div>VDAB</div> <div>2015</div>
<div>Cert Prep: Unity UI and 2D Games</div> <div>Linkedin</div> <div>2020</div>	<div>C# Refactoring Tips and Tricks</div> <div>Linkedin</div> <div>2020</div>	