

LUCAS SELFSLAGH

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Background information

I started my career in the 3D sector in 2015 and transitioned into technical 3D development over the past five years. My work blends artistry and engineering, using computer graphics to reconstruct reality, only to break it apart and rebuild it into something new. Professionally, this has taken me across architectural visualization, product design, AR/VR, and software engineering, where I design systems, optimize workflows, and push production pipelines forward.

My first foray into computer graphics was through a passion project, Ghent Theft Auto, where I ambitiously set out to recreate the entire city of Ghent within a video game. This self-driven endeavor laid the groundwork for my later technical and artistic pursuits.

After an early internship at Fisheye and co-founding Gentcement, an architecture blog, I secured my first full-time role as a 3D artist at Nanopixel. During this time, I also co-founded LUMEN, a VJ duo, producing live visuals for events across multiple venues.

As I honed my skills, I shifted toward the technical side of 3D, joining POW 3D Design to streamline production workflows and develop interactive visual experiences. My proudest achievement was building a real-time VR simulation of Europe's largest automated dough factory.

In 2018, I deepened my expertise in programming within 3D environments, joining In The Pocket as a 3D Engineer on a dedicated Augmented Reality team. There, I built real-time applications, expanded my knowledge of software architecture and mobile development, and mastered Unity, C#, and Python. I contributed to mobile geodata applications, dynamic navmesh generation, and the Shift 2018 artwork.

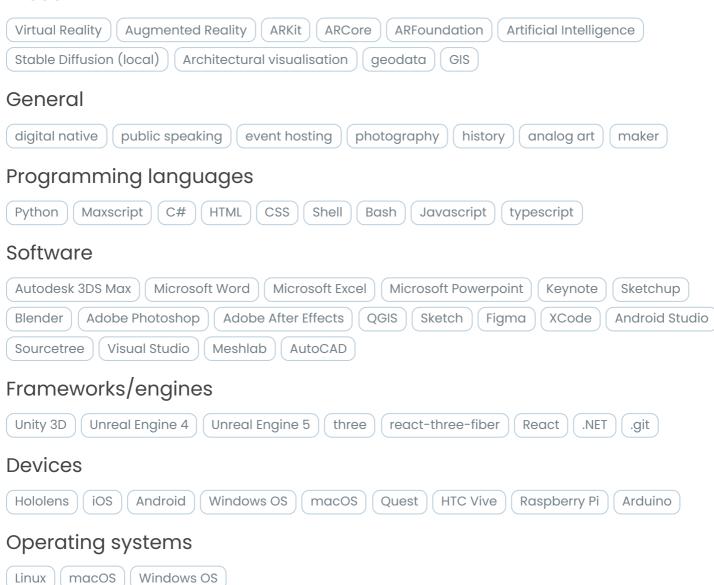
In 2021, I returned to high-end visualization as Technical Lead at Animotions & Visuals for Brands, bridging creative and technical teams. I automated workflows, optimized distributed rendering pipelines, and applied software engineering principles to architectural and product visualization, using Python to streamline Blender and 3DS Max pipelines.

Work experience

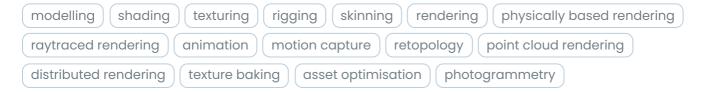
2021-03 to 2025-01 3 years, 9 months	Technical Lead (full-time) Animotions / Visuals for Brands
2018-06 to 2021-03 2 years, 9 months	3D Engineer (full-time) In The Pocket
2016-11 to 2017-11 1 year	Technical Artist (full-time) POW 3D Design
2016-10 to 2018-06 1 year, 8 months	Visual Artist (self-employed) LUMEN
2015-11 to 2016-11 1 year	3D Artist (full-time) NANOPIXEL
2014-07 to 2015-06 11 months	Web & social media manager (freelance) 9000Toeren
2013-08 to present 11 years, 6 months	Co-founder Gentcement
2013-08 to 2013-11 3 months	Intern Fisheye
2013-03 to present 11 years, 11 months	Founder Ghent Theft Auto

Skills

Areas



3D Production



Education

Education	
Architecture	Sint-Lucas Hogeschool voor Wetenschap en Kunst
Bachelor	2012
Techniek-Wetenschappen	Openbare Examencommisie
3rd degree TSO	2012
Economie	Sint-Barbaracollege Gent
2nd degree ASO	2007
Moderne Talen	Sint-Barbaracollege Gent
1st degree ASO	2005
Certificates	
Elements of Al	University of Helsinki
Cortificate of Digital Proficion	
Certificate of Digital Proficien	2015
Certificate of Digital Frontier	

VDAB

2015

NBN-normen voor tekst- en briefschikking

Courses

Unity: Timeline and Cinemachine Linkedin (2020)

After Effects 2020 New Features
Linkedin (2020)

Unity 3D 2019 Essential Training

Linkedin (2020)

VDAB (2020)

Initiatie in boekhouden

Informatica: Scrum VDAB (2020)

Unity 2017: Architectural Visualization
Linkedin (2020)

Unity: AR Visualization 03 Complex Interactivity
Linkedin (2020)

C# Object-Oriented Programming Tips and Tricks

Linkedin (2020)

Cert Prep: Unity Materials and Lighting
Linkedin (2020)

C# for Unity Game Development
Linkedin (2020)

Cert Prep: Unity UI and 2D Games Linkedin (2020)

Inleiding tot PHP VDAB (2016)

Adobe Photoshop: oefeningen VDAB (2015)

Sociale media op de werkvloer VDAB (2015)

Adobe InDesign: basis
VDAB (2015)

Unity: Interactivity for AEC Linkedin (2020)

Cert Prep: Unity Audio and Effects Linkedin (2020)

Cert Prep: Unity Scripting and Publishing Linkedin (2020)

Cert Prep: Unity Fundamentals Linkedin (2020)

C#: Delegates, Events and Lambdas Linkedin (2020)

Cert Prep: Unity Animation and Cinematics
Linkedin (2020)

C# File System Tips and Tricks

Linkedin (2020)

Revit to Unity for Architecture, Visualization, and VR Intermediate

Linkedin (2020)

Unity: Scripting with C# Linkedin (2020)

Unity: Integrating GPS and Points of Interest Linkedin (2020)

C# Refactoring Tips and Tricks
Linkedin (2020)

Websites ontwerpen met HTML 5 VDAB (2015)

Webdesign: basisprincipes Drupal VDAB (2015)

Webdesign - stylesheets in CSS3 VDAB (2015)