



LUCAS SELFSLAGH

+32 471 07 40 98

lucas.selfslagh@gmail.com

9000 Gent

27 november 1991

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)
Animations / 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

Virtual Reality Augmented Reality ARKit ARCore ARFoundation Artificial Intelligence
Stable Diffusion (local) Architectural visualisation geodata GIS

General

digital native public speaking event hosting photography history analog art maker

Programming languages

Python Maxscript C# HTML CSS Shell Bash Javascript typescript

Software

Autodesk 3DS Max Microsoft Word Microsoft Excel Microsoft Powerpoint Keynote Sketchup
Blender Adobe Photoshop Adobe After Effects QGIS Sketch Figma XCode Android Studio
Sourcetree Visual Studio Meshlab AutoCAD

Frameworks/engines

Unity 3D Unreal Engine 4 Unreal Engine 5 three react-three-fiber React .NET .git

Devices

Hololens iOS Android Windows OS macOS Quest HTC Vive Raspberry Pi Arduino

Operating systems

Linux macOS Windows OS

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

Architecture	Sint-Lucas Hogeschool voor Wetenschap en Kunst
Bachelor	2012
Techniek-Wetenschappen	Openbare Examencommissie
3rd degree TSO	2012
Economie	Sint-Barbaracollege Gent
2nd degree ASO	2007
Moderne Talen	Sint-Barbaracollege Gent
1st degree ASO	2005

Certificates

Elements of AI	University of Helsinki
	2020
Certificate of Digital Proficiency	Microsoft
	2015
NBN-normen voor tekst- en briefschikking	VDAB
	2015

Courses

Unity: Timeline and Cinemachine

Linkedin (2020)

Unity: Interactivity for AEC

Linkedin (2020)

After Effects 2020 New Features

Linkedin (2020)

Cert Prep: Unity Audio and Effects

Linkedin (2020)

Unity 3D 2019 Essential Training

Linkedin (2020)

Cert Prep: Unity Scripting and Publishing

Linkedin (2020)

Initiatie in boekhouden

VDAB (2020)

Cert Prep: Unity Fundamentals

Linkedin (2020)

Informatica: Scrum

VDAB (2020)

C#: Delegates, Events and Lambdas

Linkedin (2020)

Unity 2017: Architectural Visualization

Linkedin (2020)

Cert Prep: Unity Animation and Cinematics

Linkedin (2020)

Unity: AR Visualization 03 Complex Interactivity

Linkedin (2020)

C# File System Tips and Tricks

Linkedin (2020)

C# Object-Oriented Programming Tips and Tricks

Linkedin (2020)

Revit to Unity for Architecture, Visualization, and VR Intermediate

Linkedin (2020)

Cert Prep: Unity Materials and Lighting

Linkedin (2020)

Unity: Scripting with C#

Linkedin (2020)

C# for Unity Game Development

Linkedin (2020)

Unity: Integrating GPS and Points of Interest

Linkedin (2020)

Cert Prep: Unity UI and 2D Games

Linkedin (2020)

C# Refactoring Tips and Tricks

Linkedin (2020)

Inleiding tot PHP

VDAB (2016)

Websites ontwerpen met HTML 5

VDAB (2015)

Adobe Photoshop: oefeningen

VDAB (2015)

Webdesign: basisprincipes Drupal

VDAB (2015)

Sociale media op de werkvloer

VDAB (2015)

Webdesign - stylesheets in CSS3

VDAB (2015)

Adobe InDesign: basis

VDAB (2015)