**ANDREW (Andy) LUKAS**

110 Pfeiffer Street

San Francisco, CA 94133

andy.lukas@alum.wpi.edu *or* kievecrash@gmail.com

andysassortedartwork.weebly.com

(207) 653-0592

**OBJECTIVE:**

An entry level position or contract work as a 3D artist in Interactive Media/Game Development

**EDUCATION:**

Worcester Polytechnic Institute Worcester, Massachusetts (2010-2014)

Bachelor of Science in Interactive Media and Game Development, May 2014, GPA 3.1/4.0

**RELATED COURSES:**

3D Modelling, Digital Painting, Digital Game Design, Game Development Process, Art of Animation II

**PROJECTS:**

**Junior Interactive Qualifying Project (IQP) 2012-2013**

Collaborated with a four-member team to research, design, create and staff a booth at PAX East, representing WPI at the largest gaming convention on the east coast March 2013. Showcased WPI’s Interactive Media and Game Development program through creative advertising, marketing and demonstrations of student–developed games.

**Senior Major Qualifying Project (MQP) Disney Interactive Oct 2013 – Mar 2014**

Worked in a team of four students in Palo Alto, CA to design a casual game for mobile platforms titled *Ember’s Inklinko*. Collaborated with Disney artists to bring game to professional level. Brought game from concept to completion in two months. Documented all aspects in MQP Report. Won WPI Provost Award for this project.

**SOFTWARE SKILLS:**

Modelling in ZBrush, modelling, rigging, and animation in Modo, modelling and animation in Autodesk Maya, animation and rigging in Autodesk 3DS Max, Photoshop, Flash, Audacity, some Unity

**RELATED EMPLOYMENT:**

Teacher and resident advisor at High Touch Courses (University of Maine, Orono). Co-taught Web Design and Development, 3D Art and Graphic Design, Game Development, and Hardware Architecture to middle and high school students (Summer 2014).

**ACTIVITIES:**

Member, Science Fiction Club, Game Club, Squash Club at WPI

Counselor, participant, Camp Kieve, Nobleboro, ME 2001-2009