

Luke Gonet

3D Artist

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www.behance.net/lukegonet

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SOFTWARE & TECHNICAL SKILLS:

Maya - Photoshop - Mental Ray - Final Cut - Mudbox - Nuke - Unreal Developers Kit

Adobe Premiere - ZBrush - Matrix/Rhino - 3D Printing – Illustrator - Sketchup

EDUCATION:

Full Sail University, Winter Park Florida – September 2012

Bachelor of Science Degree in Computer Animation – Major in Shading and Lighting

2 Course Director Awards for Character Animation

EXPERIENCE & EMPLOYMENT:

Ace Sign Company – 3D Artist / Graphic Designer (January 2017 – Present)

- Design, scale, and model custom Signage for customers and in house Design Series
- Create realistic renders and proofs
- Edit and refine videos for company use

Denney Jewelers – 3D Artist / 3D Printing Tech (June 2014 – January 2017)

- Design, estimate costs, and model custom made rings and pendants
- Print, watch over, and clean up 3D printed models
- Edit and refine videos for store use

Cast Industries – 3D Artist / 3D Printing Tech (Feb 2014 – June, 2014)

- Design and model custom made fishing lures
- Print, watch over, and clean up 3D printed models
- Cast lead lures into finished molds

“Companionship” – [a Portal Short Film](#) (Production on Hold)

Lighter and Texture Artist - Group of over 60

- Textured and lit Hard Light Bridge
- Textured and lit test chamber
- Created shader for Acid Pool

“Free Lance Projects” – (2012 – Present)

- Creator of “The Time Machine” album art and art book (Currently in Production)
- 3D Printed Sculpture Commissions
- Digital Art Commissions

ACCOMPLISHMENTS:

- Featured in the Full Sail [‘Year in Review 2013’](#) Blog with 3 traditional pieces displayed in the Full Sail Hall of Fame
- Art Featured on the front pages of
- Created a winning art piece in the Gremblo Art Show for SharkRobot.com
- Created a winning art piece in Sega’s 2011 Sonic CD Fanart Contest
- Created a [winning art piece](#) in Nintendo’s 2013 Zelda Wind Waker Fan Art Challenge with piece displayed at the “Symphony of the Goddess”.