

Luke Gonet

3D Artist

lukegonet@gmail.com

www.lukegonet.com

CELL: 217-415-9570

SOFTWARE & TECHNICAL SKILLS:

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

Adobe Premiere - ZBrush – Matrix/Rhino

EDUCATION:

Full Sail University, Winter Park Florida – September 2012

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

2 Course Director Awards for Character Animation

EXPERIENCE & EMPLOYMENT:

Denney Jewelers – 3D Artist / 3D Printing Tech (July 2014 - Present)

- 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 - 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](#) (Currently in Production)

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)

- [Album Art](#) for music piece, “The Time Machine” (2014)
- Architectural Graphics for Sid Stanton Designs
- Video Editing for Commercial Use
- Website Design for small business
- Promotional Graphics for Radio Station

WSEC TV Station – Internship (2009)

- Operated cameras and soundboards for live broadcasts
- Filmed and edited music videos
- Answered phones for community pledges

ACCOMPLISHMENTS:

- 3 traditional pieces displayed in the Full Sail Hall of Fame
- Featured in the Full Sail [‘Year in Review 2013’](#) Blog
- Won a silver key in the Springfield IL Art Show
- 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
- [Article](#) featuring “Forsaken Voyage” in Zeldadungeon.net