



**Lucas
Medina**
**3D Artist &
Designer**

Skills

Telephone: (415) 450-8547
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Email: LucasKeanuMedina@gmail.com

3D & Digital Arts Generalist with over 7+ years working in advertising and visualization. Experience with high profile clients and tight deadlines. Generating rendered images for advertising & animations for social and video content.

Motivated creative problem solver, proactive, and detail oriented. Quick to learn new concepts, workflows and programs. Versatile in artistic skill sets ranging from digital art to physical craftsmanship. Able to easily adopt new toolsets and techniques.

Software: Maya, Nuke, Zbrush, Cinema 4D, Blender
Adobe Suite: Photoshop, Illustrator, Premiere, After Effects,
3D Modeling, Texturing, Lighting, Pre-visualization, Photography Video production and Editing.

Graphic Design, Brand identity, Layout and Logo design.

Experience

SGK Inc (Schawk!) / 3D Artist

JULY 2020 - PRESENT

3D lighting, rendering, animation and compositing of high resolution images for print and advertising. Working within all areas of the 3D and 2D pipeline. Fast paced work environment with an emphasis on detailed and pixel perfect artwork.

XYZ Studios / Digital Artist

FEBRUARY 2018- AUGUST 2019

Creating 3D renders, editing video for advertising. Large format renders from billboards to digital displays. Focus on producing engaging content using innovative techniques and rapid ideation to create a final product satisfying the client's vision.

Trader Joe's / Sign Artist (Part-time)

MARCH 2020- NOV. 2023

Responsible for creating unique and fun customer attention grabbing signage end caps, side stack signs and product signs. Maintained and organized signage. Kaizen philosophy to constantly improve sign processes that benefits the overall look and presentation of the store.

Education

SAE Institute / B.A.S

MARCH 2014 - DECEMBER 2016

Bachelor of Applied Science, in 3D animation and visual effects.