

# Luka Romel

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## Education

BFA in Illustration 2006 - 2010

Parsons the New School for Design

New York, NY

GPA: 3.75/4.00

## Experience

### **Activision** *April 2011 - Present*

Associate Artist: Call of Duty: Modern Warfare 3- Created lighting and provided texture support for all modes of gameplay. Documented all lighting/texture related technical issues encountered in game and provided solutions for it. Created matte paintings for game map skyboxes and vistas. Provided cross training for artists and designers new to the lighting pipeline. Worked directly with the art director and art team on game map look development.

### **Steam Clam** *January 2011-April 2011*

3D Artist: Created all 3d environments and animations within them for "Bomb Fetish" short film.

### **Omega Darling** *December 2010 - January 2011*

Layout Artist/Illustrator: Worked in house on an HD commercial for Kabar hunting knives. Created new compositions from pre-existing art, added, animated and revised details to 2D artwork.

### **Arkadium Games** *September 2009 - December 2009*

Intern: Created 2d artwork for "Mahjong Dimensions" downloadable game that unified the visual style of the interface and background. Also provided concept sketches, 3D models, and interface design for new game ideas and successfully created a navigation map matching the art style in CBN's "Superbook" games.

### **Greencard Pictures** *May 2009 - June 2009*

3d Artist: Modeled and textured low resolution clothing for 3D models featured in the music video "Shooting Stars" by The Bag Raiders. Designed textures that coordinated accurately with the model template.

### **Christopher Webb Films** *January 2009 - March 2009*

Production Assistant: Worked with camera and lighting crew on set development for indoor and outdoor scenes in the short film *Two*. Retouched and painted details of the set design and characters created for a stop motion animated production.

### **Marvel Entertainment** *February 2008*

Intern: Modified character designs and created new color schemes that corresponded with the "Marvel Xtreme" product line.

## Software Knowledge

Perforce

Vue

Maya

Mudbox

Crazy Bump

Photoshop

Illustrator

Flash

After Effects

Dreamweaver

Microsoft Word

Microsoft Powerpoint

## Game Engines

Radiant

Unreal 3

## Accomplishments

-Prize winner for Matt and Kim Tee-Shirt Design Contest

-Group show at the Sheila C. Johnson Design Center and Art Directors Club

-Top 10 Finalist in SIGG Bottle National Design Contest