

Lucas Manuel Cuenca

Mobile Phone: 07455335306

Location:79 chatsworth, nw2 4bh, London, UK

Email: lucas.m.cuenca@gmail.com

Portfolio & Reel: www.lucascuenca.com

Personal Summary

I'm a Digital Artist currently working in London UK for films, advertisements and 3d printing .

I love big challenges, working in a team environment and learn from my coworkers.

Having worked worldwide at different size studios allowed me to become quite adaptable to an array of pipelines and company cultures, providing technical and artistic solutions on the fly in a fast and efficient manner.

My goal is to grow as an artist, expand my skills and push forward my career in the Entertainment Industry

Experience

Union VFX January 2014 – Present

3d Generalist (Modelling – Texturing – Shading - Rendering)

Films : Black Sea , Lance Armstrong Biopic

-Electric Theatre Collective, August 2013 – December 2013

PS4 This Is For The Players : Character Modeller, Texture Artist

Nike Just Do It : Character Modeller, Prop modeller, texturing

-More Soon Studio, July 2013 – December 2013

Prada : Lead Character Artist

Nike : Modeller, Texture Artist

-Nike, London, UK, June 2013 – December 2013

Character Artist , 3d printing

-Blink ink Studio, London, UK, January 2013 – December 2013

Atoms For Peace - Before Your Very Eyes : Lead CG Modeller

John Lewis Christmas Advert 2013 : 3d previsualizations, Enviroment modeller

BT : Character modeller, Blendshapes, Texture artist

-Paul Everest, Brisbane, Australia. August 2012 – September 2012

Freelance Creature Artist, 3d Printing

-Liquid Animation, Brisbane, Australia, April 2012 – November 2012

M1 Singapore : Character modeller, Texture Artist

Character Modeller/ Texture artist for Disney tv shows and tv commercials

-Oktobor, Auckland, New Zealand, January 2011 - January 2012

3d Modeller for Tv shows of Nickelodeon and Dreamworks, Penguins of Madagascar,

FanBoy & Chum Chum, Robot and Monsters - www.oktobor.com

-Luque Films , Buenos Aires, Argentina, October 2010 - November 2010

3d Generalist for a Samsung Mapping for the new Samsung 3d Tv's

-Escuela Da Vinci, Argentina, Buenos Aires, March 2009 - December 2009

Assistant professorship imparting classes of Autodesk Maya

-BoomBang, Buenos Aires, Argentina, September 2008 - December 2008

2d and 3d Artist for a online video game

Education

-Escuela DaVinci, , Buenos Aires, Argentina, March 2007 - August 2010

Degree in Multimedia Design, Photography Workshops.

-Escuela DaVinci, , Buenos Aires, Argentina, March 2005 - August 2007

Degree in Video Games Design .

-Ryan Kingslien, Zbrush Workshop, Online, April 2011 – April 2012

www.zbrushworkshops.com

-Scott Spencer, ZBrush Workshop, advanced character modelling & texturing, March 2011

-Drawing & Sculpture School, Buenos Aires, Argentina, March 2008 - November 2010

-Instituto Ausonia, Buenos Aires, Argentina, December 2004

Bachelor in economics and management of organizations. Instituto Ausonia

Software: Advanced, Zbrush (6 years), Maya (6 years), Photoshop (6 years), UVLayout (3 years), TopoGun (4 years)

After Effects (4 years), Vue 8 (4 years), Arnold (2 Year), Keyshot (3 years), Mari (2 years) , SpeedTree(2 years)

Intermediate, 3d max (3 years), The Foundry Nuke (2 years), Modo (2 year), Illustrator(3 years), Flash (3 years),

Daz (3 year), Mudbox (3 year), Vray (2 years), Linux (2 years).

Languages

Spanish: Native, English: Advance, Institute E-A-P (English Audiovisual Program), Italian: Intermediate, Institute Ausonia

References

Juan Jose Guiraldes, Animator, Weta Digital, NZ - juaniguiraldes@gmail.com

Bart Yates, Head of Production, Blink Productions, UK bart@blinkink.co.uk