

Illustration-Game Development

Education:

Savannah College of
Art and Design
MA Interactive
Design & Game
Development
Savannah Ga Expected
Graduation: 2023

Savannah College of
Art and Design
BFA Illustration
Savannah Ga 2017-2021

Skills:

Software:

- Maya
- Unreal Engine 5
- Adobe 3D Substance
Painter
- Photoshop
- Illustrator
- After Effects
- Premiere Pro
- ZBrush

Technical:

- 3D Modeling
- Texturing
- Set Design
- Prototyping
- Asset building
- Vector Illustration
- Prop and Character
Turnarounds
- Background Art

Languages:

- Spanish
- English

Work

Experience:

Illustrator Listo Primax

Designed the corporate character Calixta for the Listo store chain in Lima Peru.

August 2022-November 2022

Artist/Co-Founder at Costa Jaguar

The Costa Jaguar is a Latin American NFT collection. This project has a partnership with the Black Jaguar Foundation, and Be[In]Crypto. As an artist, Lucas Carbone designed the collection, the graphic design, and the website for the project.

Dec 2021-Present

Lead Artist/Social Media Manager Verde Puro

Worked with the Verde Puro team to design a marketing strategy, and created various illustrations, social media posts, and health and safety posters with unique vegetable characters.

December 2021-August 2022

Illustration/Concept Art Intern for Lunarfall Studios

Collaborated with the lead artists and game designers to create in-game illustrated assets and splash art for the "Mysterious Misadventures of Mollie and Mordecai" game set to release in 2022.

December 2021-February 2022

Illustrator at Dr.SEO

Collaborated with the Dr.SEO team to create vector-based illustrations for their website.

October 2021

Awards:

Imagination Studio Design Competition Best Guest Experience Award

Collaborated in a team of three people to create a resort experience based on the story of Peter Rabbit.

December 2022

Magna Cum Laude Graduation Honors

Graduated the SCAD BFA Illustration program with a cumulative GPA of 3.88.

May 2021