



Lucas Carbone

Illustration | 3D Design

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Education

Savannah College of Art and Design

MA Interactive Design & Game Development GPA 4.0 Savannah, GA May 2024

BFA Illustration GPA 3.88 Savannah, GA May 2021

Experience

CBSSports x ScadPro | Art Director September 2023 - November 2023

Supervised and assisted in creating style frames, storyboards, and AR graphics for the **2024 Super Bowl**. A short video was aired by CBS Sports highlighting the project.

Lightspeed Studios x ScadPro | Production Lead March 2023 - June 2023

Assisted in talent allocation, task organizing, and developing concept art to create a 3D game concept video.

Primax-Listo | Freelance 2D/3D Designer August 2022 - January 2025

Designed and developed the characters "Calista" and "El Heroe del Servicio". Utilized Zbrush and Maya for the modeling and rendered the characters using the Arnold Renderer.

Verde Puro | Freelance Illustrator/Designer December 2021 - November 2024

Created a series of health and safety posters and developed vector-based graphics following brand guidelines. Managed and created social media content including posts and reels.

Activa Club | Freelance Illustrator/3DDesigner June 2024 - January 2025

Designed the club mascot "Tito el Gecko", and developed a series of vinyl mural illustrations for the club.

Software

- Maya
- Zbrush
- Substance Painter/Designer
- Unreal Engine 5
- Adobe Creative Cloud
- Figma

Skills

- 3D Rendering with Arnold and Unreal Engine 5
- Procedural 3D Material Creation
- 3D Modeling and Texturing
- Style Frames
- Concept Development
- Source Control and File Organization

Languages

- English
- Spanish

Awards

Imagination Studio Design Competition | Best Guest Experience Award December 2022

Our team designed a resort experience inspired by the story of Peter Rabbit. The project included concept frames, floorplans, and a 3d storyboard guiding you through the experience.