

GIUSEPPE DE LUCA

3D Generalist

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EDUCATION

Savannah College of Art and Design

09/2024 - 09/2026

BFA, Visual Effects

Northern Virginia Community College

09/2022 - 06/2024

Associates of Arts

SOFTWARE PROFICIENCY

- Unreal Engine
- Houdini
- Blender
- Maya
- Nuke
- Speed Tree
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe After Effects
- Adobe Premiere Pro
- Adobe Lightroom
- Adobe Audition
- Adobe 3D Suite
- Microsoft Office

SKILLS

- Materials
- Lighting
- Rendering
- Compositing
- Modeling
- UV Mapping
- Texturing
- Weight Painting
- Simulation
- Debugging

EXPERIENCE

Atrium (Contract Work)

01/2024 - Present

Quack & Lola 3D Shorts 01/2024 - Present

<https://meetquack.com/>

- Created over 100 small-scale environments for GIF animations.
- Prop design, created a wide variety of objects that enhanced the storytelling within each GIF.
- Environment design, detailed and engaging backgrounds that complemented character animations.
- Texturing, ensuring materials fit style, eevee PBR shading, and details.
- Created large virtual world in Unreal Engine for concept visualization and large scale short workflow improvements.

Cando Family 3D Shorts 01/2024 - 07/2025

<https://linktr.ee/familycando>

- Environment design, detailed and engaging backgrounds that complemented character animations.
- Designed and created props that ranged from small, intricate items to large set pieces, fitting the visual style of the project.
- Set design, carefully planning and constructing environments, allowing for seamless integration of props, characters, and post effects.
- Applied knowledge of material creation, developing textures and eevee PBR shaders in blender and substance painter.

The Doge Frens 3D Shorts 08/2025 - Present

<https://www.instagram.com/thedogefrens/>

- Environment design, detailed backgrounds that fit with characters and pre determined style.
- Designed and created props that ranged from small, intricate items to large set pieces, fitting the smooth style of the project.
- Designed around premade animations, working to integrate the environment with constantly updated animations.
- Applied knowledge of material creation, developing textures and cycles PBR shaders in blender and substance painter.