

# Luke Fernandes

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Portfolio: [www.lucidcreatives.com](http://www.lucidcreatives.com)

## Profile

Almost 5 years of experience in the creative industry. Using an array of different creative tools like the Adobe Creative Suite, Unreal Engine, Blender 3D, Meta Spark AR, Fl Studio, etc.

I would call myself a professional autodidact-teaching myself what ever softwares catches my interest.

A creative problem solver, with a keen eye for detail, I strive to look for creative solutions at every level.

## Education

**Masters - Animation, Games & Interactivity**  
RMIT University (AUS) 2018

**Bachelors - Media & Communication**  
Christ University (IND) 2016

**Diploma - Project Management**  
Greenwich Management College (AUS) 2022

## Work Experience

**Dream Engine (AUS)** Nov 2021 - Feb 2023  
Animator / Video Producer

**Residential Connections (AUS)** Jan 2020 - Sept 2021  
Multimedia Developer

**Residential Connections (AUS)** Mar 2017- 2019  
Telesales Consultant

**Tadmore Academy (IND)** Jan 2016 - Jan 2017  
Graphic Design, Art Teacher

**Indigo 91.9 (IND)** Oct 2015- Jan 2016  
Graphic Designer

### Freelance :

Creative Design 2016-Present  
Social Media Design | AR Projects | Print

## Achievements

As a personal project, I published a mobile game on the Play Store using Unreal Engine to gain a deeper understanding of its inner workings and mechanics. The game features a combination of 2D UI elements and 3D animation. I also used experiemental tools to test out unique game mechanics.

## Core Skills

### Main Applications

	Photoshop	████████████████████
	Illustrator	████████████████████
	After Effects	████████████████████
	Premiere Pro	████████████████████
	Spark AR	████████████████████
	Blender 3D	████████████████████
	Unreal Engine	████████████████████
	Fl Studio	████████████████████

These are the main applications that I use regularly and consider my main go to applications for my creative work- both personal and professional.

### Areas of expertise

Environment Design | 3d Modelling  
StoryBoarding | Art | Game Dev  
Graphic Design | Photography | Print  
Motion Graphics | Animation  
VR / AR | Concept Art | 360 Video  
Music Production | Sound Mixing  
Social Media | Content Writing  
Webdesign| Programming\*  
Teaching | Sales

\*I have recently adopted using AI as part of my workflow. This has allowed me to improve my ability in coding in C++, HTML5 and other languages I am not proficient in.