

PAULA LUCAS

2D ILLUSTRATOR & 3D GENERALIST

contact@paulalucasart.com
www.paulalucasart.com

Dundee, United Kingdom

Paula started her career in 2013 as a 2D/3D Generalist, creating mobile games at Ninja Kiwi Auckland. She transferred to the Ninja Kiwi Europe branch in 2017 worked alongside the Dundee team until 2019 where she left to pursue Freelancing and to develop personal projects.

Released Games Paula has contributed to: BTS, BT6, SAS 4:Zombie Assault, Red Reign, Tower Keepers, Fortress: Destroyer, Bloons Adventure Time TD, Countersnipe and others that are still in development.

WORK EXPERIENCE

FABER CASTELL

ILLUSTRATOR AT CONVENTIONS

This was for several special events between October 2013- October 2014. Responsibilities of the role included taking photographs of event patrons, and then redrawing them using Faber Castell products, and giving the patrons the images.

October 2013 - October 2014 | Auckland, New Zealand

NINJA KIWI (NZ)

2D/ 3D GENERALIST

Created final 3D game assets, map environment designs and marketing material for existing and new IPs. Games shipped include BTS6 (iOS/Android), Tower Keepers (iOS/Android), SAS 4: Zombie Assault, Fortress: Destroyer.

July 2013 - July 2017 | Auckland, New Zealand

NINJA KIWI (EUROPE)

2D/ 3D GENERALIST

Created final 3D game assets, 2D paint-overs, environment designs, 2D illustrations for new and existing IP's. Games shipped include Bloons Adventure Time TD (iOS/Android) (in collaboration with Cartoon Network) and Red Reign (Apple Arcade).

July 2017 - March 2019 | Dundee, United Kingdom

FREELANCER

2D/ 3D GENERALIST

Doing a range of Generalist Art jobs including illustrations for clients, 3D modelling and developing personal projects.

March 2019 - Present | Dundee, United Kingdom

EDUCATION

ANIMATION COLLEGE NZ

DIPLOMA IN 3D ANIMATION & DIPLOMA IN APPLIED ANIMATION

During my years of study, I learned the usage of Maya and became familiar with the pipeline from character conception, 3D modelling, rigging, texturing, animating, lighting and rendering for film. We spent time in group settings with other artists to bring a brief to life, and in the final year I conceived and directed a short film with two other students.

February 2011 - December 2013 | Auckland, New Zealand

SKILLS AND LANGUAGE

3D Modelling, Texturing, Animation, Mobile Games, Maya, Blender, Adobe Photoshop, Unity, 2D Illustration, Concept Art, Environment Art

English (Native)
