

LUCAS BRIA

Portfolio: www.lukeshardo.com | **Email:** lukeshardo.yt@gmail.com

Skills & Attributes

- Organizational Skills
- Time Management
- Shipping + Receiving Techniques
- Inventory Management
- Material Handling
- Adaptable & Quick to Learn
- Punctual & Reliable
- Graphic Design [Logos + UI]
- Stylized Character Design [Concept Art + Character Portraits]
- 2D/3D Digital Art & Animation
- Experienced With Computer Software:
 - Windows + MacOS
 - Clip Studio Paint | Blender | Unity | GitHub | OBS/Streamlabs | Wix
 - Adobe CC (*Photoshop, Illustrator, Premiere Pro, After Effects, Animate, Audition*)

Employment History

- Zomodo Canada* | Jun 2023 - Sep 2023
 - Warehouse Assistant
- Explosive Entertainment* | Oct 2022 - Sep 2023
 - UI Designer / Promotional Artist / 3D Artist
- 20 Below Games Inc.* | Apr 2023
 - UI Designer (Field Placement)
- Razor Creative Solutions Inc.* | Dec 2020 - Jan 2021
 - Graphic Designer (Co-op)
- D3 Levelz Inc.* | May 2019
 - Assistant

Education

- Conestoga College* | Sept 2021 - Jun 2023
 - Game - Design | College Diploma w/ Distinction
- Notre Dame Catholic Secondary School* | Sept 2017 - Jun 2021
 - Ontario Secondary School Diploma

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Hobbies & Interests

- Drawing & Animating
- Learning New Skills & Software
- Writing & Storytelling
- 3D Modeling
- Playing Video Games [Any Major Platform]
- Social Media [YouTube, Instagram, Newgrounds, Etc.]

Volunteer History

- Regeneration Outreach* | Jan 2021
 - Marketplace | 16 Hours
- Regeneration Outreach* | Jan 2021
 - Meal Program | 4 Hours

Game Development History

- GMG - Green Means Goal* (Designer) | [On Itch.io](#)
- OOO - Only One Obstacle* (Self-Developed) | [On Itch.io](#)
- The Life and Death of Boe* (2D Animator) [By *Graeme*] | [On Newgrounds](#)
- Faces of 2022* (2D Artist) [By *midgetsausage*] | [On Newgrounds](#)
- Extreme Tag!* (UI Artist, Promo Artist, 3D Artist) [By *Explosive Entertainment*] | [On Steam](#)
- Infinity Donut* (Self-Developed) | [On Itch.io](#)
- Ragdoll Harvest* (Self-Developed) | [On Itch.io](#)
- MECHAPLANET* (Self-Developed) | [On Itch.io](#)
- PLAYBOOK* (UI Mockups) [By *20 Below Games Inc.*] | [On Steam \(Early Access\)](#)
- PLAYBOOK VR* (UI Mockups) [By *20 Below Games Inc.*] | [Unreleased](#)
- PLAYBOOK AirConsole Version* (UI Mockups) [By *20 Below Games Inc.*] | [Unreleased](#)

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Animation History

- Prototype Omega PILOT EPISODE* | [On YouTube](#)
- The Lost Soul_SERENA* | [On YouTube](#)
- Toonami Collab* [By Sevi] | [On Newgrounds](#)
- Sketch Collab 2022* [By midgetsausage] | [On Newgrounds](#)
- WHAT AM I DOING?* | [On YouTube](#)

References

- Carman Madigan [*Zomodo Canada*] | +1 (416) 520-1157 | operations@zomodo.ca
- Calvin Russel [*20 Below Games Inc.*] | calvin@chaoschism.ca
- Roberto Carreiro [*Razor Creative Solutions Inc.*] | roberto@razor.ca