Laurynas Lubys

Name: Laurynas Lubys
Nation: Lithuanian
Age: 25 (born 1991-02-19)
Sex: Male

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Living in: Copenhagen Denmark
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During my 6 years of stay in Denmark, I am exploring different sides of media and entertainment. I have a broad range of skills, but I am mostly focusing on 3D and reaching to be great at this field. It takes time, patience and effort to achieve new skills, but since I have huge love for 3D, it makes experience of learning and creating very enjoyable. I also touch a lot of graphical work and recently coding in Java / C#.

SKILLS

3D graphic design
I enjoy working with 3D, creating environments and characters in Maya and Unity. I can pick up concept design of a level or character, model and texture it, make UV layout, animate, rig and skin it, create custom animation controllers and import it to Unity game engine. I'm experienced in both low poly and high poly 3D structures, organic modeling with topology rules applied.

Graphic and web design
I have respect for regular 2D graphics as it is simple, but at the same time can be so expressive. I worked on posters, brochures, websites, business cards and cases where identity and fluency is required. I'm also front end developer (html5/css3, apply scripts for email function, image gallery etc.) My portfolio is an example.

Video games development
I understand whole game creation, mostly in its 3D technical part. I have worked on higher poly games as well as low poly cartoon style games in video game company and university. (Examples of some of those can be seen on my portfolio website).

Video editing
Inside Medialogy education we create more professional videos where we use our own footage or animation. I also enjoy creating videos as a hobby – I have few video channels where I post various videos such as motorcycle or scooter riding, adventurous trips, extreme sports.

Programing
With help of HTML5 - CSS3 I can code simple websites as my portfolio. I also know Java, Processing and C# and currently learning CG. I am mostly comfortable with HTML5/CSS3 and C# / Java, which I use when creating custom character controllers in Unity.

User Experience designer
Somehow, without intentionally focusing on this field, in Multimedia and Medialogy educations I learned about what makes good User Experience and how to assure quality of it while developing new products. I learned about how to prepare testing and evaluating UX in agile development style.

WORK EXPERIENCE

2016 09 - now **Teaching Assistant** in Aalborg University Copenhagen. I am responsible for helping the students primarily with Maya and additionally with Photoshop. Helping with Maya includes: 3D modeling, UV creation, rigging and skinning, animating, rendering, lighting, general tools knowledge and workflow patterns.

2016 Freelancer **video editor** at Tuchmeuw studio. Created few introductional and release video of mobile game Scrappers

2015 01 – 02 Agreed one month employee as **Video game Developer** in "Tuchmeuw" studio.Was working on cartoon low-poly video game for mobile devices. My task was to create 3D environment, make characters from concept art, make UV maps, texture and prepare for Unity game engine. I also did some posters for release campaign.

2014 06 – 07 Agreed one month employee as **Graphic designer** at FemaleCup.com.

I was responsible for creating graphical presentation files, brochures and user manual for the product, I was also doing research and competitor's analysis.

2012 3D video game/simulation developer in Business academy Aarhus.
I worked 6 months on "4D" game project with college lecturer/IT assistant. I was responsible to create whole 3D video game, except the interaction part (programing). Project "Roller field "can be seen on my portfolio

2010 Graphic and web designer
In Bossiness Academy Aarhus/Aarhus Tech we were mostly creating websites, marketing campaigns for clients. I was also creating websites for private clients.
- Concept development
- Web designing and coding

2009 Game Level designer
Worked with "Source SDK" Half-Life 2 game engine independently to create 3D multiplayer game levels. Some of them received lots of online community attention back in 2010.

EDUCATION

2014 09 01 - now **Medialogy** education in Aalborg university. Medialogy is an engineering education that focuses on research, which combines technology and creativity. We create video games, interactive media products, artificially intelligent devices that help in daily life. We are researching SOTA and new technologies to be very innovative.
2014 04 Adobe graphic courses at FutureCompany for 6 weeks. Courses included Photoshop, Illustrator, Wordpress and InDesign;
2012 Learning 3D, 2D graphic design individually since I graduated as Multimedia designer in 2012. Finished 2 years Danish language courses;
2010-2012 Multimedia designer, Business academy Aarhus, "Multimedia Design and Communication". Multimedia subjects are these:
- The company
- Communication and presentation
- Design and visualization
- Interaction development

2008-2010 "Palangos Senoji Gimnazija" higher school;
1999-2007 "Stasio Vainiuno" music school;
1998-2008 "Palangos Vlado Jurgučio" ground school.

Software experience
Photoshop, Maya and Unity 3D are my main tools now. I have experience in most of Adobe products as Premier Pro, After effects, InDesign and bit of Illustrator. I also worked with coding tools as Eclipse, Visual studio, processing etc.

Languages
Danish ♦♦   *English* ♦♦♦♦ *Lithuanian* ♦♦♦♦♦

GOALS

I seek to become a great Multimedia graphic designer, develop video games or work on graphical work that creates meaning and it is with purpose. While learning and developing video games, I want to show people that playing is therapeutic, entertaining experience, that video games has bigger meaning than pure entertainment. Graphical work is really meaningful as we are surrounded by it in modern world every day. I pursuit perfection in quality, treat every work individually with professional approach. I want to create something that people look at and admire, that creates life more comfortable, entertaining and easy.

HOBBIES AND INTERESTS

I respect sport a lot. On free time I exercise, when possible do little adventures or physical challenges. I used to go to gymnastics, modern dance twice a week - while I was living in Aarhus. I was doing "parkour", tried kick-boxing, break dance and bmx sport. Some of the