

Mike Luard CV

mike@mikeluard.com

+44 (0) 770 254 7141

www.mikeluard.com

Qualifications:

- Strong ability to design / illustrate environments, characters and products.
- Drawing, painting and 3D skills. Strong ability in life drawing and general art fundamentals.
- Experience working in a busy production studio.
- 5 years experience working within the architectural design field.

Experience:

Think BDW - CGI Artist (2015 Aug - present)

- 3D visualisation artist for exteriors with a focus on residential developments.
- 2D visualisations. Digitally painted or done in a 'collage style'.
- Animation storyboarding. Digital line work with greyscale values.
- Concept design images for a VR Oculus Rift project including UI design for working prototype.

CPL Chartered Architects (2009 - 2015 Jul) Architectural Technician

- 3D visualisation artist with a focus on church development visualisations.
- Draftsman for planning applications and production information / CAD presentation drawings.
- Assisting in architectural design and on site surveys.
- Graphic design / layout for presentation and marketing purposes.

Skills:

Software knowledge: Photoshop, Illustrator, After Effects, Premier Pro, InDesign, 3ds Max, mental ray, V-ray, Mudbox, ZBrush, Modo, Sketchup, AutoCad.

Education:

University of Brighton (2006 - 2012)

Masters degree in Architectural Design

BA (Hons) in Architectural Design