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Lucas Serafin

Education

Futuregames

Game design, hard skills & soft skills, working with a full team

Mediagymnasiet / Nacka Strand

General game development & media production

Competencies

Software

High competence

Unreal Engine 5

Unity Game Engine

Game Maker Studio 2

Adobe Photoshop

Intermediate competence

Autodesk Maya

Audacity

Basic competence

Blender

Adobe After Effects

Adobe Illustrator

Substance Painter

Languages

High competence

C#

Python

GML (Game Maker Language)

Intermediate competence

C++ (Unreal)

GScript

Basic competence

GLSL / HLSL

Human languages

English

Swedish

Work Experience

Painted Pieces

Employment time: 3 weeks (Internship)

Web development

Product photography

Image editing

Label printing

Misc. manual labor