

Personnal informations

Belgian, born the 23 of November
1986
luca.eliseo.skau@gmail.com
0032 494 58 04 28



Languages

French Mother Tongue
English Written and spoken (B2 level)
Italian Spoken (B1 level)

About me

I'm a very passionate person, working in the game industry is my main purpose and I always try to learn new softwares and techniques to give the better of myself in my work.

Skills & Softwares



Modelling

Maya, Zbrush, 3D Coat, WorldMachine, Marvelous Designer, SpeedTree

Texturing

Substance Painter/Designer, 3D Coat, xNormal, Ndo

Game Engine

Unity, Unreal Engine

Others

Marmoset Toolbag, Photoshop, Illustrator, Premiere, Lightroom

Schools and Education

Bachelor

Bachelor Degree in Computer Graphics (video games specialisation), Graduation expected 2017

High School Specialisation

CGI technician (2013 IATA Namur Belgium)

High School

Institut d'enseignement secondaire Saint Luc (Liège Belgium) School of fine art

Work experiences

July 2016

Student Volunteer for the SIGGRAPH 2016 (Anaheim CA, USA)

August 2015

Student Volunteer for the SIGGRAPH 2015 (Los Angeles CA, USA)

2011-2013

Sales assistant for "Manga Connexion" at Made In Asia Festival (Brussels, BELGIUM)

2011-2012

Guest for the "Week of comics" as cartoonist, ("Les Karellis" Savoie, FRANCE)

2009-2010

Volunteer for "Asianim" Manga Festival (Liège, BELGIUM)

Interests and Hobbies

Drawing, Photography, Leather Crafting, Events organisation, Theatre, Roleplaying (paper and LARP)