

Luca Nakata



3D Generalist

lucanaks.wixsite.com/portfolio | lucanakata@hotmail.com | +1 (404) 944-9889

Software

Blender
Maya
Z-Brush
Substance Painter
Marvelous Designer
Unreal Engine
Houdini
Photoshop

Illustrator Languages

After-Effects

Premiere-Pro

English
Portuguese
Spanish

Soft Skills

Collaboration
Flexibility
Problem-solving
Composure
Active-listener
Coachable

Work Experience

Deloitte - SCADpro Quickfire

3D Modeler, Texture Artist

- 6-week project creating an interactive store in Unity for Virtual Reality in a handpicked team of students
- Modeled and textured 25+ objects.

WWE - SCADpro Sponsored Course

Jan - March 2024

March - April 2024

3D Modeler, Concept Artist

• With a team of 15 students, I did concept and 3D modeling work in Maya for a live production.

Collaborative Projects

- "Three Sheets to the Wind" (2025) 3D Lead
 - Created 3D environments for backgrounds matching 2D animation for hybrid student film.
 - Lead a team of 3D artists to assist me in modeling and texturing props.
 - Modeled and textured multiple models.
 - Set dressing, minor animation, camera work, lighting, and rendering.
- "Holey Moly" (2024) Prop Modeler
 - Modeled, sculpted, retopologized, and UV'd multiple props.
- "Persimmon Red" (2024) Modeling, Texturing
 - Modeled 4 props and textured 7 objects in the film's realistic style.

SCAD Atlanta 2022-2025

Senior Resident Mentor (2024-2025)

- Manage my team of Resident Assistants directly, aiding them in their jobs and ensuring they stay on task throughout the school year.
- Respond the emergencies more directly and work alongside Community Directors.

Resident Assistant (2022-2024)

- Care for and create community for my assigned residence hall.
- · Respond to emergencies and attend to any student in need.

Education

Savannah College of Art and Design

2021-2025

B.F.A. Technical Animation, Minor in Drawing

3.86 GPA