

LUKE KANE

CGI Generalist/Architectural Technician

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Southampton, SO15

EDUCATION AND QUALIFICATIONS

2021 – 2022	BSc (Hons) 3D CGI Bournemouth University
2010 – 2013	(DipHE) Architecture Kingston University, London
2003 – 2010	Poole Grammar School, Poole

RECENT WORK EXPERIENCE

2016 - Current	Crafted Architects - formerly Sherlock Boswell Architecture <i>Architectural Technician</i>
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Responsibilities include producing technical drawings, 3D imagery, planning applications, building regulation applications.

A small team where we work on several projects at once, focusing on bespoke residential housing or small developments. Typically involved in the whole process from a client brief through to working drawings for construction.

The office works primarily in 3D, with all projects created in Revit, with static renders refined in Photoshop.

SKILLS

Proficient Software:

	Unreal Engine 4
CAD	Revit, AutoCad, ArchiCAD
Graphic design	Adobe Photoshop, Illustrator, Indesign
Editing	Adobe After Effects, Premiere
Texturing	Substance Painter/Sampler, Quixel Megascans
Photogrammetry	Meshroom, 3DF Zephyr

Limited experience: 3DS Max, Blender, Sketchup

ABOUT ME

I make short gifs as a creative outlet and to improve my skills in compositing and editing. Recently completed a degree in 3D CGI and am looking to use my experience from working in Architecture to transition to a more visual image focused job. Enthusiastic about sports, particularly football, playing 5-a-side a few times each week.

REFEREES:	Happy to supply upon request
PORTFOLIO:	Please visit lukekane.co.uk