

Lucas Phillips

Lucas.Phillips@Luke3D.com

Instructional Designer, VR Innovator, Game Developer

Education

Bachelor of Science, Purdue University
Videogames and Animation, 2010

Master of Science, Purdue University
Computer Graphic Technology, 2012

Master of Science, Purdue University
Modeling, Simulation and Visualization, 2014

Ph.D. , Purdue University (ABD May 2022)
Technology, Videogame Development & Design

Skills

3D and Game Design

3ds Max; Maya; Blender; Inventor; Solidworks
Unreal Engine; Unity; ZBrush; Mudbox

Web/Graphic/Video Editing & Design

Flash; Illustrator; Photoshop; InDesign
HTML; Premiere; After Effects; FlexiSIGN

Other Packages etc.

Captivate; Fusion 360; Audition
AutoCAD; FL Studio; Audacity

Proficient with Learning Management Systems
Proficient Hardware/Mechanical Technician

Current Responsibilities

- Developing both e-learning and instructor led courses for technical training.
- Innovating procedures and spearheading digital transformation of training program.
- Singlehandedly building and designing VR training programs.
- Designing, fabricating and implementing physical interactive training props and corresponding exercises.
- Developing curriculum paths and certifications.
- Producing video content for training.
- Managing e-learning content and providing customer support for the LMS.

Additional Experience

- Highly experienced with 3D printing and fabrication procedures.
- Skilled in all aspects of video production.
- Well versed in design elements such as typography, branding and color theory.
- Experienced photographer and a skilled traditional artist with an eye for composition.
- Experienced with stereoscopic 3D and virtual reality development pipelines.
- Shipped several indie game titles on multiple platforms including PC and mobile.
- Also a skilled writer and concept developer.
- 20+ years of Photoshop, 3D and web development experience.

Work History

Instructional Designer/Head VR Developer, Sullair LLC, Michigan City, IN, 07/15 – Present
Lead Game Designer/Owner, Leyline Studios, Chesterton, IN, 01/18 – Present
3D Artist/Unity Developer, Center for Innovation through Visualization and Simulation, Hammond, IN, 06/12 – 07/15
Lecturer (Computer Graphics), Purdue Northwest, Hammond, IN, 08/10 – 05/11, 12/12 – 05/13
Graphic Artist, Signs On Time, Crown Point, IN, 03/10 – 04/13
Hardware Technician/ Desktop Support, Purdue Northwest, 07/08 – 05/09
Game Advisor, Gamestop, Merrillville, IN, 11/07 – 03/09