



LUCAS SAMPSON

3D Artist & Game Developer



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EDUCATION

Bachelor of Games & Interactive Environments

Queensland University of Technology

2020 - 2025

EXPERTISE

- Feedback incorporation and iteration
- Collaborative Problem Solving
- Effective Communication
- Time management
- Proactive & Motivated
- Adaptability

SOFTWARE



Unity



Unreal Engine 5



Blender



Maya



Substance 3D Painter



Krita

PROFILE

I'm a 3D artist and game developer that has worked on several projects over the course of my career, focusing on environments and 3D assets. I have a fiery passion for learning new things with each new endeavour to strengthen my knowledge and speed up my workflow, both in a driven team and on my own.

PROJECTS

Super Safe Spelunking

2025 - Present

Art Lead, 3D Artist, Marketing

- Leading a team of artists from various disciplines to create a cohesive game world
- Development of asset creation process documents
- Implementation of optimised lighting to fit the theme
- Creation of highly stylised 3D assets and shaders

Sunburn Railway

March 2025 - June 2025

Producer, Artist, Designer

- Leading a small team through a development pipeline
- Managing task lists and adjusting scope based on time/resources
- Optimisation to ensure smooth gameplay on Quest 2 platform
- Development of stylised 3D assets optimised for VR
- Showcased the game at the 2025 Immersive Festival and 2025 Open Day at QUT

VOLUNTEER WORK

Peer Mentor

July 2025 - October 2025

Queensland University of Technology

- Participated in mentoring junior students at QUT during their IGB200: Game Studio 2 unit.

REFERENCES

Available upon request.