

Curriculum Vitae

LAURYNAS LIBERIS

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E-mail: laurynas@bright.lt

Nationality: Lithuanian

Date of birth: 07/03/1979

Gender: Male

Desired employment / Occupational field

Level designer / Environment artist / CG Designer

Work experience

October 2004 – January 2010

KOEI Baltija Vilnius, Lithuania.

POSITION

Lead Level designer / Environment artist

MAIN RESPONSIBILITIES

Level design.

Management.

Concept creation.

3D modeling, texturing.

November 2005 – October 2007, October 2009 – March 2010

KOEI Canada Toronto, Canada.

POSITION

Lead Level designer

MAIN RESPONSIBILITIES

Level design.

Management off levels and it's asset creation in Canada and in remote office in Lithuania.

Consulting with the game engine developers.

September 2008 – February 2009

KOEI Co., Ltd Yokohama, Japan.

POSITION

Level designer / Environment artist

MAIN RESPONSIBILITIES

Level design work with Koei engine.

Object Concept design for the "Fist of the North Star".

Stage Concept design for the "Fist of the North Star".

RELEASED TITLES

2011 – "Legends of Troy" (PlayStation 3, XBOX 360)

2010 – "Fist of the North Star" (PlayStation 3, XBOX 360)

2008 – "Prey the stars" (Nintendo DS)

2007 – "Musou Orochi" (PSP)

2007 – "Fatal Inertia" (PlayStation 3, XBOX 360)

2005 – "Dynasty Warriors" (PlayStation 3, XBOX 360)

2004 – "Samurai Warriors" (PlayStation 2, PlayStation 3, XBOX 360)

2004 – "Uncharted Waters" (Online)

2003 – 2004

"MAMOS" magazine, Vilnius Lithuania.

POSITION

Designer / paste-up artist.

MAIN RESPONSIBILITIES

Adjust/prepare photos.

Articles design/layout.

2002 - 2004

As freelancerr working with:

Design firm „**Barikada**“. Responsibilities: designer/pastup artist

Documentation photos for architecture firm "**Plazma**". Responsibilities:

photographer

Eduardo Gimenez, Responsibilities: design for poster, booklet, logo;

Editorial office „**Literatura ir Menas**“, „**Aktyvios jungtys**“ magazine design and

illustrations;

„**Baltic Animation**“, creation of interactive map of the city Tel Aviv.

Education and training

2004 – 2005

Fine Arts

Göteborg Valand Art Academy (Sweden)

1998 – 2002

Bachelor, Fine Arts

Vilnius Art Academy (Lithuania)

1991-1998

M.K.Čiurlionis - National School of Arts, Vilnius, Lithuania

CONFERENCES

SIGGRAF 2007

San Diego, California USA

FMX 2008 (Conference on Animation, Effects, Games and Interactive Media)

Stuttgart, Germany.

WORKSHOPS

2004 RAM6: SOCIAL INTERACTION & COLLECTIVE INTELLIGENCE, tutor Kim

Cascone, Vilnius, Lithuania

Skills

MOTHER TONGUE

Lithuanian

OTHER LANGUAGES

English (Understanding, Speaking, Writing)

Russian (Understanding, Speaking)

SKILLS

- 3D modeling Low and Hi Poly
- Textures, lighting and rendering
- Well Understanding of level and asset optimization, including collision, occluding planes, LODs, efficient textures and polygon counts.
- Optimization of objects and levels for different console specification
- Creating models for both architectural and organic natural environments.
- Strong technical ability to manage assets to fit memory, design, and frame rate limits.
- Strong artistic ability to visualize entire levels and detail with minimal concept art and direction.
- Strong polygonal modeling skills- able to generate clean and efficient models at a very fast pace.
- Self-motivated- requires minimal direction, can carry on the vision for the level until completion and commit to deadlines.
- Good communication skills – able to help others and ask for help when needed. Being proactive in sharing info and assets.
- great team-player attitude - being flexible with new ideas, being open to direction and changes. Listening to team mates.
- Deadline oriented- being able to manage and organize work so he meets all the deadlines and is able to adjust when changes happen.
- Excellent eye for light, shade, and color.
- Ability to work collaboratively in a team environment
- Foundation in the traditional arts
- Ability to learn new proprietary software quickly and efficiently.

SOFTWARE

Photoshop, Softimage XSI, Unreal Engine 3, Roadkill, Crazybump.

Working knowlge: Zbrush, 3D MAX, Speedtree, Dreamweaver, Corel draw, Excel.