



Liam Lahmann Eleuterio

3D Modeling

Contact

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Education

Bachelor of Animation & VFX

2021 - 2026 La Salle URL

Exchange in South Korea

2024 Sogang University

3D Art Summer Course

2019 FX Barcelona

High School

German School of Barcelona (DSB)

Skills



Languages

Spanish	native
English	native
German	native
Catalan	advanced
Portuguese	advanced

Summary

Junior 3D Artist with 4+ years of experience across university productions, game jams, and personal projects, specializing in hard-surface and environment modeling for real-time engines. Skilled in Maya, ZBrush, Substance Painter, and Armorpaint, with hands-on production experience in Unreal Engine 5 and Unity. Led a 10-person art team through a full vertical slice and trailer pipeline as 3D Modeling lead and producer; now seeking a junior 3D modeling role to bring that production experience into a professional studio.

Timeline

2026
- 2025

The Timeless Bastion 3D Art Lead

During 2025 and 2026 I worked as the Lead Environment Artist for a small indie team overseeing a team of three 3D artists. My responsibilities included overseeing the creation of 3D character and environment assets, maintaining visual consistency throughout the project, and supporting the team in creating immersive levels as we worked toward completing a Vertical Slice of the game.

2026
- 2023

Game Jams All Aspects

For the past four years, I have participated in several game jams, such as the GMTK Game Jam, working as both a developer and artist alongside a collaborator. Through these projects, I developed skills in rapid prototyping, cross-departmental organization, and delivering finished, playable games under tight deadlines.

2025
- 2024

Crimson's End 3D Modeling Lead

Over the last two years of university, I worked with a team of ten to develop the Vertical Slice of a game, as well as its trailer. Through this project, I gained hands-on experience in 3D asset production for Unity and Unreal Engine 5, and was introduced to a real-world game production pipeline.

2025
- 2023

Further Collaborations 3D Modeling & Texturing

From my second year through my final year, I collaborated on several projects, contributing with 3D asset modeling and texturing, while learning from more experienced peers and exploring different approaches to 3D production workflows.

2022

Elementza 3D Modeling

In 2022, I completed the Hard Surface Masterclass by Elementza, gaining in-depth knowledge of hard-surface modeling workflows, topology, UVs, and shape design, helping me build a strong foundation for future projects.

2019

FX Film School 3D Art & Game Design

When I first became interested in the game industry, I completed a summer school course in 3D art for video games, where I created a small game level and was introduced to both 3D art fundamentals and game development.