

LUKA BRAJOVIC

E-Mail: luka@lab4d.com
Web: http://lab4d.com
(other contact details are not available in online versions of this document, please feel free to contact me directly for more information)

Timeline

- 1982 Born in Rovinj, Croatia
- Toy disassembly research
- Instant love with C64 and Basic
- 1996 First digital Art and Award
- 2000 Moved to Barcelona at age 18
- 2001 Su-Studio Art collective co-founder
- 2001 ",AND2" 3D art project
- 2002 Industrial Design university
- 2002 "POL" Mechatronic theatre
- 2003 3D Modeling & Animation diploma
- 2005 Moved back to Croatia
- 2005 Mandatory Military Service
- 2005 Founded Lab4D Interactive Playscapes
- 2005 Opened Reboot Cybercaffe
- 2007 Moved to London
- 2007 Digital Game Design Master
- 2008 Programming Teacher at Master
- 2010 Moved to Shanghai
- 2010 Senior Designer at SYMA Innovation
- 2010 3 Expo Pavillion Interaction systems
- 2012 Montblanc flagship store
- 2013 Moved to São Paulo
- 2013 Interaction Designer at YDreams
- 2014 Interaction Designer at D3
- 2014 Grande Rio interactive Carnival
- 2015 Freelance projects
- 2015 WZ Light Creature facade
- 2016 Freelance projects
- 2016 "BConnect" curtain art installation
- 2017 Freelance VR Game development
- 2019 Moved to Croatia
- 2020 Started production of an eco-village
- 2020 Started development of a VR game
- 20.. _____

Personal

Game and Interaction Designer with a lifelong passion and dedication for 3D software and a neo reneissance need to learn about everything digital. A creative problem-solver used to be put in between varied teams to help encounter a common language and resolve logic and mechanics. Experience in production, software development, consultancy, web design, interface design, UX design, music, interactive digital art, digital fabbrication, electronics, lecturing, bio-mimetics and new modes of human-machine interaction.
If im not doodling in my lab with some new hardware experiment, or playing a VR game at home, i am probably sitting by the sea thinking or flying one of my drones in a forest. Passionate about games, music, game theory and interactive experiences I try to think of something or create something new and useful every week.

Education

With a wide interest for nature and the workings on the world in general, i started my education in a classical liceum, and eventually focused my education to design and digital games. After moving to spain i started a university in Industrial Design(ESDI), later in 3D modelling and animation(IDEP) in Barcelona, before signing up for a Master in Arts in Digital Game Design(UCCA) in London. This is complemented by a generous and varied amount of workshop, courses, lectures, talks and panels participations around the globe. Besides these, i learn about new concepts weekly too feed my own unending curiosity in technology. Lately my self-education is focused on VR and a new (to me) game engine.

Experience

Besides never stopping to research and my rule of creating something new every week, i have been employed by various companies and projects around the globe. I began by exploring interaction artistically but eventually started as well working on commercial projects. From teaching game design at the UCCA Master in Arts, to being the senior interaction designer at SYMA Innovation, the official and recommended supplier for interactive solutions at the Expo 2010 in Shanghai with millions of visitors/users. I was also the senior software developer for art projects at Su-Studio in Barcelona and the senior interaction designer at D3 and YDreams in Sao Paulo. I also had my own Interactive 3D company and cybercaffe venue that developed various applications and organized gaming events and workshops. Between these i have worked on many freelance projects with some very inspiring teams.

Impact

Projects have been published and awarded in various outlets, events and institutions. One of my first interactive projects ",AND2", won a honorable mention at the Miami Biennal of Architecture, while designing the Montblanc flagship store interaction based on 18 Kinect devices created a great impact in Chinese media; the Light Creature interactive facade, the first interactive facade in south america, won "Design Excellence " at the iF Design Awards 2017 and i see people smiling with it daily, and so did "The Love Project", which made most of the participants cry and those emotions were modeled into real-life objects that still have an impact them. The Grande Rio Carnival allegory was the first of its kind and allowed millions to participate from home for the first time. Along these there are various other projects i am proud of and that have managed to inspire many visitors, users, writers and myself.

Languages

- English: Excellent
- Italian: Excellent
- Croatian: Excellent
- Spanish: Proficient
- Portuguese: Proficient
- German: Starter
- Chinese: Starter

Skills

- Game Design
- Game Development
- Experience Design
- 3D Modeling
- Web Design
- Audio Design
- Hardware Design
- loves team-play

Software

- Maya - 3DSMax - ZBrush
- Adobe -Ps, Ai, Ae, DW, iD
- Office, Trello, Asana, git...
- UnrealEngine, Virtools
- Processing, Arduino
- 3D Printing apps
- Ableton Live, Cubase
- Visual Studio Code, NPP, & many others

Strengths

- Improvisation
- Quick study
- Passionate
- Adaptability
- non-conventional

Weaknesses

- Concept Art
- Animation & 2D Art

Licences

- Car Driving
- Motorbike Driving
- Paragliding Licence
- Diving Licence
- Multiple Passports
- Licence to entertain