

Lucas Doherty



About

Designing across industrial, transportation, and graphic disciplines, I develop refined solutions to connect concept to production—specializing in design ideation, 3D modeling, CMF, and visualization.

Portfolio & Contact

Lucasddesign.com

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Experience

03.25 — Present

Pilatus Aircraft Ltd.

Creative Project Specialist
Broomfield, CO

Designed customer-tailored exterior liveries and interior CMF for PC-12 NGX, PRO, and PC-24 aircraft. Led graphic design of the **PC-24 Standard Design Catalogue**, refining the customer specification experience.

Developed Illustrator drawings into UV-mapped 3D renderings and production ready paint shop files, while spearheading a modular Blender-based visualization pipeline for rapid iteration.

08.23 — 12.23

Oil Stain Lab

3D Design Intern
Long Beach, CA

Collaborated with founder and designer of the infamous 'Half 11' concept car and production 'HF-11' to develop 3D models in **Autodesk Alias** for various projects. Refined automotive designs based on feedback and manufacturing requirements. Emphasized advanced modeling techniques and tolerances. Rebuilt 3D scan meshes to NURBS data, focusing on superior surfacing quality for manufacturing.

05.19 — 06.24

Motors & Mischief

Fabrication & Restoration
Boulder, CO

Worked seasonally with a YouTube channel to restore and resell vehicles, focusing on mechanical diagnosis, repair, and auto-body surface correction and paint. Projects included full restoration of a non-running 1997 Mustang SVT Cobra and major overhauls of a 2000 Chevrolet S10 ZR2, 2005 Toyota Corolla S and more, including engine, drive-train, and custom bodywork.

Education

ArtCenter College of Design

Pasadena, CA

Achieved a Bachelor of Science Degree in Transportation Design with Honors, with a GPA of 3.7/4.0

Recognition

Awarded **William Clay Ford Automotive Design Scholarship**, Toyota Endowed Scholarship, Martha Chandler Scholarship, various ArtCenter Merit-Based Scholarships

Selected for ArtCenter Sponsored Studios:
JiDU Automotive, Purina

Honor Roll for full education, ArtCenter College of Design

Skills

Core Capabilities

Industrial, transportation, and graphic design with a focus on translating 2D concepts into production-ready 3D models and visualizations. Strong in CMF development, livery design, and high-quality visuals & graphic deliverables.

Software & Tools

Adobe Creative Suite (Illustrator, Photoshop, InDesign), Autodesk Alias, Rhino, Blender (NURBS & subdivision), Solid Edge, KeyShot, VRED, Expressa (Unreal) Technical UV mapping & custom material definition, technical drawings, 3D printing & prototyping, physical automotive surfacing (clay & metal), Figma, vehicle packaging, laser projection (Virtek).