

Lucas Doherty



About

Designing across industrial, transportation, and graphic disciplines, I translate concept into production-ready digital form through advanced 3D modeling, visualization, CMF, and design ideation.

Portfolio & Contact

lucasddesign.com

lucasddoherty@gmail.com

208.446.6582

linkedin.com/in/lucasdoherty

Experience

03.25 — Present

Pilatus Aircraft Ltd.

Visualization Designer
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.

Created and translated Illustrator drawings into UV-mapped 3D renderings and production-ready paint shop files, while spearheading a **modular Blender-based visualization** pipeline for rapid iteration and contributing to advanced **SubD 3D modeling** development of the PC-12 aircraft model.

12.23 — 05.24

JiDU Automotive

Sponsored Design Studio
ArtCenter College of Design
Pasadena, CA

Developed a 2040 hypercar concept in collaboration with the JiDU design team through an industry-sponsored transportation design studio. The project spanned from brand analysis, ideation, and 2D sketch refinement through advanced **Autodesk Alias NURBS modeling**, physical prototyping, and final presentation.

Produced over **50 fully watertight components** for 3D printing, finishing, and assembly, including a functional opening aperture system unique within the studio.

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.

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

McLaren concept selected for featured physical model display in ArtCenter Hillside Gallery, 08.23 — 01.24

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 visual & 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 (Virtex).