



PROFILE

3D Artist focusing on look development & environment building. Graduated with a BS in Computer Graphics from Indiana University. Further studies and the certified title of 3D Generalist received at Gnomon School of Visual Effects, Games & Animation.

Throughout her career, Lu has contributed toward the creation of high quality visuals for feature films, episodic television, and various commercial content. She has a passion for cinema and video games, and finds great inspiration from content based in the Fantasy, Sci-Fi and Horror genres.

CONTACT

PHONE:
812-369-6527

WEBSITE:
Luyu3dartist.com

EMAIL:
Luyu3d@gmail.com

HOBBIES

Good food
Gaming
Cats

LANGUAGES

English (fluent)
Mandarin (native)

LU YU

LOOK DEV ARTIST / 3D GENERALIST

EXPERIENCE

Occlusion VFX - 3D Generalist

Aug 2021 – Present

Responsible for various tasks including look dev, modeling and compositing for both full-CG and live action projects including Netflix's *First Kill* among others

Zinn Entertainment - 3D Generalist

Nov 2019 – Jul 2021

Created 3D visualizations for designer products and art installations

The Third Floor - Previs Assets Artist

Oct 2019 – Nov 2019

Built previs assets for feature length and episodic content including Marvel's *Wanda Vision* and *Doctor Strange 2*

EDUCATION

Gnomon School of Visual Effects, Games, & Animation

2017 - 2019

Certificate in Digital Production – 3D Generalist

Indiana University

2013 - 2016

Bachelor of Science in Computer Graphics Technology

SKILLS

Maya

SpeedTree

Substance Painter

Nuke

Photoshop

Unreal Engine

ZBrush

Mari

V-Ray

Redshift

