



YOURAN LYU

Character Artist

EXPERIENCE

Framestore CG Artist| Immersive Department| New York, NY June 2019 - Present

- Responsible for modeling and texturing characters, creatures, props, environments, and other assets
- Experience with covering a wide range of styles from stylistic to photorealistic, and match art styles defined by the art director and concept art.
- Experience with sculpting photo-real high poly and modeling low poly for rendering physically-based game characters and environments
- Experience with working with Unreal and Unity game engine. Collaborate closely with art lead, technical artists, and riggers.
- Experience with VR and AR game development
- Strong knowledge of anatomy

SIGGRAPH 8th Annual Faculty Submitted Student Work Exhibit Los Angeles, CA | 2019

- Personal CG Character "Monkey King" is displayed at the Education Committee Booth at SIGGRAPH 2019 in Los Angeles and assignments archived on the Education Committee Website.
- Photoreal style model and texture characters, armor sets, and weapons.
- Develop hair, cloth, and fur simulations
- Enthusiasm for developing the art style of the combination of photorealistic and stylize.

EDUCATION

Savannah College of Art and Design Major: Animation MFA GPA 3.96
09/2014 - 08/2019
Major: Visual Effects MA GPA 3.96

Jiangnan University, Wuxi/China Major: Animation Bachelor of Arts
09/2010-07/2014

Li Jing Studio, Beijing/ China Major: Fine arts
07/2009-03/2010

CONTACT



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SOFTWARE



SKILLS

MODELING

SHADING

LIGHTING

STORYBOARD

2D AND 3D ANIMATION

CODING