

CHARLIE LUO

3D Generalist/2D Artist

CONTACT

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SOFTWARE

Autodesk Maya
Arnold
Blender
Redshift
Substance Painter
Nuke
Zbrush
Procreate
Figma
Adobe Creative Suite
Google Suite

SKILLS

3D Modeling, Lighting, Texturing
Look-Dev, Rendering
Digital Illustration
2D Animation
Graphic Designs
Motion Graphic
Python Scripting

EXPERIENCE

Freelance CG Generalist (August, 2026 - Present)

Psyop, Asians in Animation(AIA)

- Developed 3D assets, environments, and visuals from concept through final render in collaboration with clients and creative teams.
- Collaborated with directors and producers to translate creative goals into visual solutions, refine work through feedback, and deliver within tight production timelines.
- Communicated and worked closely with CG/VFX teams ensuring the smoothest workflow and turnarounds.

Director, Producer, Project Lead (August, 2025 - May, 2026)

Animated Short Film, *The Way to the Stars*

- Led story development, visual direction, and overall production.
- Produced assets, look development, animation, lighting, and rendering.
- Collaborated with rigging and animation artists to support production needs.
- Composited in Nuke and After Effects, edited in Premiere Pro, to deliver a cinematic final piece.

Social Media Content Intern at Koupon.ai (August, 2023 - June, 2024)

- Developed engaging marketing content for an online deals platform, including blog posts, social media graphics, videos, and infographics.
- Designed visual assets in Figma aligned with brand guidelines and marketing goals.
- Edited short-form promotional videos in CapCut to increase digital engagement.
- Collaborated with the marketing team to deliver assets on schedule, incorporating feedback through weekly reviews.

EDUCATION

School of Visual Arts, New York, NY

BFA 3D Animation and Visual Effects (September, 2019 - May, 2023)

MFA Computer Art (September, 2024 - May, 2026)

AWARDS

Animated Short Film, *The Way to the Stars* (2026)

Official Selection, New York Indie Shorts Awards (2026)

Finalist, New York Short Animation Festival (2026)

Official Selection, 10th Festival de Cine Infantil Churumbela (2026)

Official Selection, Animarte International Student Animation Festival (2026)

Animated Short Film, *Bottom of the Well* (2023)

Project Lead, Lead CG Artist, Co-Producer

Semi-Finalist, New York Animation Film Awards (2024)

Finalist, My Hero International Film Festival (2023)

Official Selection, ASIFA-East Animation Festival (2024)

Official Selection, New York International Children's Film Festival (2024)

SVA Film of Distinction Award (2023)