

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

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

Animated Short Film, *The Way to the Stars*

- Creator and Director of an in-progress 3D thesis film in stop-motion style.
- Leading story development, visual direction, and overall production.
- Producing assets, look development, lighting, and rendering.
- Collaborating with rigging and animation artists to support production needs.

Project Lead, Producer, Lead CG Artist (February, 2025 - May, 2025)

Animated Short Film, *Medusa's Day*

- Co-created a 1-minute animated short film as part of a two-person team.
- Collaborated closely with the director and animator to design high-quality environments, characters, and props.
- Designed and built narrative-driven characters, environments, and props in Maya and Substance Painter.
- Led lighting, look development, and final rendering in Redshift and Blender.
- Composited all shots in Nuke, ensuring seamless and polished result.

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.

Project Lead, Lead CG Artist, Co-Producer (August, 2022 - April, 2023)

Animated Short Film, *Bottom of the Well*

- Co-produced and co-created a 4-minute animated film in collaboration.
- Worked closely with the director and animator to design captivating environments, characters, and props.
- Led assets creation, look development, lighting, rendering, and compositing to deliver a cinematic final piece.

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, *Bottom of the Well*

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)