CHARLIE LUO

3D Generalist

Profile

As versatile 3D generalist, I strive to craft immersive 3D worlds where artistry meets technical mastery, transforming creative visions into visual realities across lighting, character modeling, and look development.

EDUCATION

School of Visual Arts, New York, NY

BFA Computer Art, Computer Animation, and Visual Effects(September 2019 - May 2023) **MFA Computer Art**(September 2024 - now)

EXPERIENCE

Animated Short Film, "Bottom of the Well" (May, 2023)

Co-produced and created with Xinyu Shen.

Created film-ready character and partial scene models, and in charge of general look development, lighting, compositing.

- · Semi-Finalist of the New York Animation Film Awards (NYAFA) 2024
- · Finalist of the My Hero International Film Festival 2023
- · Selected for the ASIFA-East Animation Festival 2024
- · Selected for the NYICFF (New York International Children's Festival) 2024
- · SVA Film of Distinction Award 2023

Animated Short Film, "A Loving Eulogy" (May, 2022)

A film by Sadie D'Agostino, Miguel Guzman, and Justin Rodriguez. Working with the team members to create animations using Autodesk Maya.

Collaborative 3D Modeling Project (December, 2020)

Recreating a sciecne lab set from the animated film "Fantastic Mr. Fox," created quality environmental models, textures, and shading with Autodesk Maya and Substance Painter.

SKILLS

3D: Modeling/Look Dev/Lighting/AnimationScripting: Python2D: Digital Illustration/Animation

SOFTWARE

Autodesk Maya, Substance Painter, Arnold, RedShift, Zbrush, Blender, Nuke, Adobe Creative Suite(Photoshop, After Effects, Illustrator, Premiere)

CONTACT

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