Leandro Wu
Visual Development & Illustration

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🌐 **www.leandrowu.com**

Education

ArtCenter College of Design
Bachelor of Fine Arts in Illustration, Entertainment Arts
April 2023

Visual Development Interest

1- Set Design
2- Graphic Design
3- Color / Shading / Lighting Design
4- Character Design

Course Work

Graphic Design for Entertainment Arts Paul Rogers - Fall 2021
ArtCenter College of Design - Pasadena, CA
  - Designed a series of posters used to build fictional environments for animation.
  - Learned the importance of graphic designs on visual storytelling.
  - Created environment layouts and paintings for a fictional character and a song.

World Building 1 Environment Sketching Eric Ng - Summer 2021
Brainstorm School - Burbank, CA
  - Designed several environments for a given Marvel character in the course (Rocket Raccoon).
  - Gained insight into the world of storytelling by using perspective drawings.
  - Developed skills to do detailed designs in a environment for animation.
  - Learned the responsabilities of an artist and their daily responsabilities and role as an environment designer.

Composition and Painting for Animation Bill Perkins - Spring 2022
ArtCenter College of Design - Pasadena, CA
  - Gained an understanding on color, composition and lighting to tell a story effectively in animation.

Skills

Digital: Photoshop, Illustrator, InDesign, SketchUp
Traditional: Gouache, Ink, Graphite, Watercolor, Acrylic Painting

Interest

Video Games
Singing
Cooking
Working out
Dancing
Eating hot pot

Languages

English (Fluent)
Spanish (Fluent)
Mandarin (Fluent)