

ZIYE LU

Concept Artist&Visual Development

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EXPERIENCE

Environment Concept Artist Internship, Tencent TiMi

May 2023 - Sep 2023, Shenzhen, China

- Design realistic style props and environments concept art for an undisclosed AAA game with Photoshop and Blender.
- Collaborated with 3D, concept, and game design teams to integrate cohesive visual elements into a mobile game developed in Unreal Engine.
- Guided by the Art and Creative Directors, created concept art aligning with the overall artistic vision and project direction.
- Contributed creative ideas and solutions to enhance the overall visual appeal and storytelling elements of the game.

Concept Artist Apprentice, XBOX - Turn 10 Studio

Jun 2022 - Sep 2022, Redmond, WA, US

- Defined game's visual tone and style: Aligned with play functionality, world-building, color theory and player experience to establish a cohesive visual identity.
- Designed diverse environments, props, and characters: Utilized Photoshop to ensure stylistic alignment while showcasing diversity in design.
- Collaborated with concept teams, Art Director, and Creative Director: Facilitated seamless integration of designs into the project, contributing to a unified AAA gaming experience.

Lead Environment Concept Artist, Indie Game Project

Jan 2023 - Present, Pasadena, CA, US

- Developed distinctive, region-specific design concepts: Crafted stylized environment art and art direction for game production.
- Led the environment art team: Produced individual assets and concept paintings, fostering a cohesive visual language for the game.
- Managed technical art in Unity Engine: Oversaw showcasing, lighting, level design, and asset revisions for seamless integration, ensuring alignment with the established concept painting style.
- Led diverse team collaboration: Guided designers, programmers, animators, and musicians, with teacher support, to create a cohesive and engaging 15-minute game play experience.

EDUCATION

ArtCenter College of Design | Pasadena, CA, US

Entertainment Design, Bachelor of Science, 2019-2024

SOFTWARE

Photoshop | Blender | Unity | Illustrator | Sketch up | Maya | Indesign
| Zbrush | Substance | Unreal Engine

SKILL

Concept Art | Visual Development | 3D Modeling | Prop Design | Graphic Design
Key Frame | Lighting | Texturing | Photobashing | Communication Skills
Documentation | Animation | Architecture | Game Development