

Hongcheng (Lawrence) Luo

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611 William Penn Pl, Pittsburgh, PA, 15219

He | Him

Game Artist Expertise in modeling, animation, and environment art

Also have a background of design & researches

Skills

Softwares:

Blender Animation
Blender Modeling
Unity3D VFX
Unity3D Shader Graph
Maya Modeling
Unreal Engine 5
3DS MAX
Houdini

Animate (An)
Experience Design (Xd)
Illustrator (Ai)
InDesign (Id)
Photoshop (Ps)
Premiere Pro (Pr)
Substance Designer (Sd)
Substance Painter (Sp)

Coding (Beginner):

R Studio
Unity3D C#

Other:

Oil Painting
Acrylic Painting
Charcoal
Pencil
User Research
Design Thinking
Rhinoceros 6
Revit
SketchUp
AutoCAD
Physical Modeling

Languages:

Mandarin
English
Cantonese

Education

Carnegie Mellon University

2023.08 - Now

Entertainment Technology Center (GPA: 3.80)

- Master in Entertainment Technology

Syracuse University

2019.08 - 2023.05

School of Design, College of Visual, Performing, and Art

- Bachelor of Science in Design Studies
- Minor in Environmental & Interior Design

Projects & Researches

3D Artist, Math & Puppetry, CMU, ETC

2024.01 - 2024.05

<https://hongcheng-luo.com/puppamatics>

- Partnering with West Liberty University to create a tool that will help 4th - 5th grade children visualize the puppet making process.
- Created the whole intro and end animation for the tool, mainly using Blender, Adobe Sp.

3D Artist, Building Virtual World, CMU, ETC

2023.08 - 2023.12

<https://hongcheng-luo.com/fastprototype>

- Created 3D character models, 3D environment, animation, visual effects, texture, shader graphs as primary artist for game in several console among VR and PC using Oculus Quest 2, Oculus Quest 3, and DDR4 Dance Pad.
- Built artifact for game in 1-2 weeks sprints (round 1, 2 and 4 in two weeks each, round 3 in one week), mainly using Unity3D, Blender, Maya, Adobe Sp, Adobe Ps.

LookDev & 3D Artist, Advanced Pipeline, CMU, ETC

2024.01 - 2024.05

<https://hongcheng-luo.com/medieval-town>

- Built and adjusted model, texture, lighting, tech art for the whole medieval town environment. Finally render a CG film, mainly using Blender, Adobe Sd, Adobe Sp, UE5.

Designer, Artist, & Researcher, Design Studies, SU, VPA

2021.03 - 2023.05

DES 442 Capstone: Prototype based on researches of emotion control while gaming
<https://hongcheng-luo.com/capstone442>

- Conducted a 3 stage research for understanding college gamers daily habits, helping game design preparation, getting feedback of prototypes.
- Developed actual game prototype using Unity3D and Blender individually.

IND 481 Greek Life Sports App:

<https://hongcheng-luo.com/greeklifesports>

- Research about sport event trend among fraternity and sorority.
- Pitch an App by showing research data and app prototype in Adobe Xd to Syracuse University Faculty in Greek life department. Cooperate with Greek associations.

DES 441 Sprint 4: Researches for re-branding product by Zuru Mini Toys.

- In 3 weeks, research, conduct, and present documents showing both quantitative and qualitative researches to school faculties and Zuru Mini Toys guests. Learned the pipeline.

Experience

VR 3D Artist, Intern,

2020.06 - 2020.08

Virtual Reality Technology Limited, Shenzhen, China

- Used Maya & 3DS Max to create virtual reality scene for real estate company. Coordinated with developing team to make 3D models and launch the projects in "3glasses" VR Platform. Communicated with client to construct design ideas to suit the customer needs.