

**Lu Han**  
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[www.luhanmotion.com](http://www.luhanmotion.com)

CG Artist  
illustrator  
Toronto, Ontario, Canada

## EDUCATION

### Seneca Polytechnic

Toronto, Ontario, Canada, September 2024- April 2025 **Certificate of Game Art and Animation**

Toronto, Ontario, Canada, September 2023- April 2024 **Certificate of 3D Animation**

### Ringling College of Art and Design

Sarasota, Florida, USA, August 2018-May 2022 **Bachelor Fine Art in Motion Design**

## EXPERIENCE

**Tencent**, China, Shenzhen, May-August 2021

### Motion Designer Intern

Worked directly with the project director, responsible for the animation storyboard design, animation production, illustration poster design, and peripheral product design. Managed the social media account. Wrote the story plot for the short animation: Independent Production Operation and Production.

**NetEase Game**, China, Guangzhou, July 2020-Present

### Contract Artist in Storyboard, Concept, illustration, Motion Design and Director

Produced animatics for CG animation and promotional animation of the different game projects with AfterEffects and Maya. Supervised the production screens and produced the final animation edited with After Effect.

Designed poster for game promotion illustration and login page with Adobe suites.

Provide short manga series for the in-game story.

**MDSX Design Studio**, Orlando, FL, USA, August 2022-Present

### Freelance Contract Motion Designer

Provide early concept illustration and animatic for animation production and poster.

**Scholar Studio**, Los Angeles, CA, USA, August 2022-Present

### Freelance Contract Motion Designer

## SKILLS

- Expert in **Adobe Suite** After Effects, Photoshop, Illustrator, InDesign, and SubstainsPainter.
- Knowledge of **VFX programs** in Nuke for compositing, Houdini, and Unreal 5.
- **3D Animation** software in Cinema 4D, MAYA, Dragon Frame Stop Motion, and Zbrush.
- Familiar with **Render systems** in Octane, Arnold, and Redshift.
- Proficient in **Digital painting** and Traditional drawing techniques, able to complete work in different corresponding styles according to project needs.
- Ability to finish work under pressure and handle multiple problems simultaneously while carefully listening to the client's feedback. Take clear notes and fix the problems in a timely way. Understand the industry production pipeline. Ability to deliver feedback and corrections on project drafts and scripts to meet the deadline.

## ABOUT

A cheerful person who can always come up with ideas that people usually don't think of. I am always "hungry" and love to try whatever field interests me and can inspire me.

**2022 STUDENT GOLD ADDY AWARD\_ ILLUSTRATION**

**2022 STUDENT SILVER ADDY AWARD\_ ANIMATION or SPECIAL EFFECTS**

**2022 BEST OF RINGLING\_ MOTION DESIGN SENIOR\_2D ANIMATION**