

Lu Han  
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CG Artist  
illustrator  
Montreal, Quebec, 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 of Fine Arts in Motion Design**

## EXPERIENCE

### Tencent, Shenzhen, China — Motion Design Intern (May – Aug 2021)

- Collaborated closely with the project director on animation storyboard design, 2D/3D animation production, poster illustration, and merchandise design.
- Managed the official social media account.
- Wrote story scripts and independently produced a short animation: Independent Production Operation and Production.

### NetEase Games, Guangzhou, China — Freelance Contract Game Artist (Jul 2020 – Present)

- Produced animatics for CG cinematics and promotional animations using After Effects and Maya.
- Directed and supervised production shots, delivering final animations with compositing.
- Designed promotional posters, game UI illustrations, and login screens using Adobe tools.
- Created manga-style comic series for in-game storytelling.

### MDSX Design Studio, Orlando, FL, USA — Freelance Motion Designer (Aug 2022 – Present)

- Developed concept illustrations, storyboards, and promotional visuals for animation projects.

### Scholar Studio, Los Angeles, CA, USA — Freelance Motion Designer (Aug 2022 – Present)

## SKILLS

- **Game Development:** Unreal Engine 5 – Blueprint scripting, level design, gameplay animation, lighting, and basic material editing
- **3D:** Maya, Cinema 4D, ZBrush, Dragonframe, Arnold, Redshift, Octane
- **2D & Motion:** After Effects, Photoshop, Illustrator, InDesign, Substance Painter
- **Art:** Digital painting and traditional drawing, adaptable across styles for static and interactive media
- **Languages:** Fluent in Mandarin and English; conversational French (B1); basic understanding of Japanese and Cantonese
- **Soft Skills:** Strong communication, collaborative mindset, adaptive under pressure, experienced in feedback cycles and pipelines.

## ABOUT

A cheerful, curious, and technically versatile creator passionate about bringing together interactive storytelling, game mechanics, and compelling visual design. Always eager to explore new technologies, tools, and challenges. Several years of freelance experience in illustration, animation, and video editing.

- **2022 Student Gold ADDY Award — Illustration**
- **2022 Student Silver ADDY Award — Animation or Special Effects**
- **2022 Best of Ringling — Motion Design Senior / 2D Animation**