Chung Chiao Lu

Environment Artist

CONTACT

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EDUCATION

National Taipei University of Technology
2017 - 2021
B.S. in Interactive Design

Gnomon School of Visual Effects
2023 - 2026
Certificate in Digital Production

DIGITAL SKILLS

2D & Art
-Adobe Photoshop, Illustrator
-Procreate

3D & Game
-Maya, Zbrush, Speedtree, Houdini
-Unreal Engine
-Substance Painter/Designer

Design
-Visual Storytelling
-Concept Art Sketching
-Storyboarding

AWARDS

Gnomon School of Visual Effects
Fall 2025
Best of Term - Environments Interior

PROFILE

I am a Los Angeles based 3D Environment Artist proficient in Traditional fine art, 2D digital painting and 3D modeling using industry standard tools like Maya, Unreal Engine, Zbrush, and Adobe Substance suite.

SUMMARY OF SKILLS

Concept Developement and Design

-Solid understanding of the layout process with the ability to ideate effectively with minimal concept art
-Strong art sensibilities related to color, composition, and scale
-A keen eye for landscapes, details, and visual fidelity
-Follow established art styles and iterate based on feedback from the team

Modeling and Optimization

-Ability to create and refine 3D models, textures, and assets for high-quality game environments and assemble scenes across a variety of subject matter
-Ablility to achieve a high level of detail through modern modeling techniques and a strong understanding of modular construction
-Troubleshoot and maintain levels to stay in frame rate, memory, and design spec

Communication and mindset

-Collaborative mindset to achieve design and art direction goals
-Ability to execute the vision for the level until completion in a timely and efficient manner

ACADEMIC EXPERIENCE

3D Environment Creation
Created multiple modular world building project within Unreal Engine, including optimized models, textures, foliage, materials and landscapes.

PROFESSIONAL EXPERIENCE

2D Background Artist
Feb 2023 - Nov 2024
Created 2D backgrounds for animation and collaborating closely with clients to ensure alignment and satisfaction.

Graphic Designer
Aug 2021 - Dec 2023
Developed social media content and package designs, enhancing product appeal and boosting brand identity. Collaborated with clients and marketing team to align design strategies with their vision, ensuring consistent branding.