Chung Chiao Lu

Game Artist | Real-Time 3D Artist

CONTACT

408-368-4568 | chiaoluart@gmail.com

Website
- chiaoluart.com
- www.artstation.com/chiaolu

Social
www.linkedin.com/in/chiaoluart

EDUCATION

Gnomon School of Visual Effects
2024 - 2026
Certificate in Digital Production, Game Art

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

DIGITAL SKILLS

Real-Time & Engine
- Unreal Engine (procedural materials, PCG, landscapes, Blueprint, Sequencer)
- Real-time optimization

Asset Creation
- Modeling, sculpting, UVs, baking, texturing
- Modular asset workflows
- Set dressing & environment layout
- Character modeling, basic rigging/skinning

Materials & Shading
- PBR workflows
- Procedural materials (Substance Designer)

Tools
- Maya, ZBrush, Houdini, SpeedTree
- Substance Painter / Designer, Photoshop

Production
- Visual storytelling & composition
- Version control tool (Perforce)

AWARDS

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

Rookies Awards
2026 Finalist (Rank A)

PROFILE

I'm a real-time game artist specializing in environments, working across the full pipeline from 2D concept sketches to optimized, lit, in-engine scenes in Unreal Engine 5. I build props, materials, and procedural tools (PCG, Blueprint) and balance visual quality with performance budgets. My background in 2D background painting gives me a strong foundation in color, composition, and readability. I'm comfortable working independently or within a team, and eager to grow by supporting artists and other team members in a AAA production pipeline.

SUMMARY OF SKILLS

- Take rough concepts and references to polished, implemented in-engine assets
- Strong color theory, composition, lighting, silhouette, and visual readability in 2D and 3D
- Model, sculpt, texture, and optimize high and low poly assets within budgets (LODs, UVs, texel density)
- Build materials and procedural shaders; automate workflows with PCG and Blueprint
- Flexible, self-directed problem solver who finds creative solutions within technical constraints
- Work within established art direction and iterate based on feedback
- Maintain a collaborative and production-focused mindset from blockout to final

SELECTED PROJECTS

Morning at the Corner Store | Gnomon Best of Term, Rookies 2026 Finalist
- Taiwan-inspired interior taken from blockout to final lighting and set dressing in UE5; modeled in Maya and ZBrush, textured in Substance Painter and Designer
- Built procedural assets with Houdini Digital Assets (HDAs) and PCG in Unreal

Snowy Sanctuary | Personal game project, UE5
- Developed a procedural snow shader with slope-based accumulation, world-aligned blending, and adjustable depth for dynamic surfaces
- Created a modular asset kit of architecture, cliffs, and foliage for flexible level building

PROFESSIONAL EXPERIENCE

Unreal Environment Artist, Amazon MGM AI Studio (Contract)
Jun 2026 - Oct 2026
- Built environment blockouts and worlds in Unreal Engine, using procedural workflows (PCG and Blueprint) to construct large-scale scenes efficiently and iterate quickly on layout, scale, and composition.
- Supported in-engine pre-visualization, including camera blockout and Sequencer setup, to help define shot composition and pacing ahead of production.
- Integrated AI-assisted tooling (MCP) into the environment art pipeline to speed up asset placement and scene setup.

2D Background Artist, Freelance
Feb 2023 - Nov 2024
- Created background assets with a focus on composition, lighting, and visual storytelling, translating narrative ideas into cohesive scenes.
- Worked closely with clients to iterate and refine visuals based on feedback.