YOURAN LYU
Character Artist

WORK EXPERIENCE

Framestore   CG Artist| CG Department | New York, NY | June 2021 - Present
- Responsible for modeling and texturing creature prop and environment assets for commercials and TV shows.
- Experience communicating in multi-disciplinary teams

CG Artist| Immersive Department | New York, NY | June 2019 - June 2021
- Responsible for modeling and texturing characters, creatures, props, environments, and other assets for VR/AR.
- Experience with covering a wide range of styles from stylistic to photorealistic, and match art styles defined by the art director and concept art.
- Experience with sculpting photo-real high poly and modeling low poly for rendering physically-based game characters and environments
- Experience with working with Unreal and Unity game engines. Collaborate closely with art lead, technical artists, and riggers.

VR/AR Clients
- Amazon   • Apple   • HBO   • Magic Leap

PUBLICATIONS

Online Tutorial 3D Character Creation: ASSASSIN GIRL | July 2021
- Teaches the whole process, from concept to final render. • Inclues 55 hours video and 145 lessions.
- Click Link

Posted Article Stylised Realism in Your Character Design and How to Achieve it | Feb 2022
- Click Link

EDUCATION

Savannah College of Art and Design   • Major: Animation   MFA GPA 3.96
09/2014 - 08/2019   • Major: Visual Effects   MA GPA 3.96
Jiangnan University | Wuxi, China   • Major: Animation   BA
09/2010 - 07/2014

SKILLS

Primary   • MODELING   • TEXTURE
Secondary   • STORYBOARD   • LIGHTING   • 2D & 3D ANIMATION   • RIGGING

SOFTWARES

CONTACT

- LVEMILYU@ICLOUD.COM   • ARTSTATION.COM/LYURAN
- LINKEDIN.COM/IN/YOURANLYU   • YOURANLU.COM