

LEI LU

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TECHNICAL SKILLS

| | | |
|-------|-------------|-----------|
| Maya | 3ds Max | Photoshop |
| Shake | Painter | ZBrush |
| Flash | Dreamweaver | |

PROFESSIONAL EXPERIENCE

2007–2008

Independent Contractor

Company: Verasci.com

Projects: Scientific visualization of:

Field emission extractor; Tunable photonic lattice;
VRML model of crystalline structure;
Animation of particle capture through fibrous membrane

2007–2008

Adjunct Faculty

Institution: Mildred-Elley College, Department of Digital Media, Latham, NY

Courses: Character Modeling (Maya)

Digital Lighting and Texturing
Character Rigging and Animation

1997

Lead environment artist, animator

Company: Morningstar Multimedia, Ridgewood, NJ

Project: *Casper's Interactive Adventure*

1996–1997

3D modeler, texture and lighting artist, storyboard artist

Company: Dark & Light Research, Calabasas, CA

Projects: *America's Scenic Rail Journeys* for Oregon Public Broadcasting
Clips included in the 1996 Autodesk/Kinetix Siggraph demo reel

1995–1996

Storyboard Artist, 3D modeler

Company: Dragonvision Pictures, Thousand Oaks, CA

Project: *Aspen Moon* for Odyssey Productions' Mind's Eye Series

1993–1994

Art director

Company: Zhuyou Photographic Advertising Co., Chengdu, China

EDUCATION

MFA in Animation and Visual Effects, Academy of Art University, San Francisco, CA 2005

BA in Journalism, Sichuan University, Chengdu, China, 1993