

LEI LU

5 Sable Terrace, Latham, NY 12110 518.783.7993 lei@parker9.com www.leilu.net

TECHNICAL SKILLS

| | |
|--------|-------------|
| Maya | Photoshop |
| Shake | Painter |
| ZBrush | Dreamweaver |

PROFESSIONAL EXPERIENCE

2007–2010

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