DAVID LU
VISDEV + STORYBOARD

🌐 www.luguowei.com ✉ david-lu@hotmail.com 📷 @davidludraws

EXPERIENCE

Visual Development Artist at Nickelodeon - 2022 to present
- Plankton Movie and Transformers: EarthSpark
  - Worked on various props, backgrounds and characters designs
  - Created 3D models used in mock ups and explorations
- Designed pages for the 2022 Artist Program Artbook
- Create promotional assets for Nick Artist Program social media

Doodler at Google – 2016 to 2021
- Creator of the 2021 Pizza Doodle and 2020 Wackeldackel Doodle
  - Responsible for art, engineering, UI, prototype...etc
- Co-lead for 2021 Doodle Champion Island Game
  - Game designer for Skateboard, Pingpong, Marathon, Rugby, and Archery
- Illustrator for Udupi Ramachandra Rao Doodle, Jim Wong Chu Doodle, Puerto Princesa River Doodle, 2019 Chuseok Doodle and 2018 Canada Day Doodle
- Engineer and Artist on 2016 Google Fruit Games Doodle
  - Game designer on 100m Dash, Showjumping and Water-polo
- Lead Engineer on Bunny Coding Doodle and Hip Hop Turntable Doodle

EDUCATION

Schoolism - 2021 to present
- Courses: Designing with Colour and Light, Environment Design with Nathan Fowkes, Visual Development for TV with Chrystin Garland

Academy of Art University – 2018 to 2021
- Courses: Advanced Perspective, Digital Painting, Storyboarding, Storyboarding II, Visual Development II

University of Toronto at St. George, Computer Science – 2012 to 2015
- Bachelor of Science, specialising in Machine Learning
- 3.7 GPA with A's in Artificial Intelligence, Computer Graphics, Machine Learning

SKILLS

Animation
- After Effects, Animate, Illustrator, Photoshop, Premiere, Procreate, Storyboard Pro

CG Tools:
- Blender, Maya (some), OpenGL, Source Filmmaker

Programming:
- C/C++, Java, JavaScript, Objective-C, Python, SQL, TypeScript, Swift