

DAVID LUONG

Director | Principal | Supervisor

Art Direction, Cinematography, Lighting,
Digital Matte Painting & Concept Design

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Software/Skills:

Concept Art
Concept Design
Management
Miro Board
PureRef
Art Outsourcing
Leadership
Collaboration
Art Direction
Empathy
Unreal Engine 5
Perforce
Compositing
Photoshop
Maya
3ds Max
Cinema4D
Vue
Terragen
360 Skyboxes
World Creator
NukeX
HDRI
Katana
ACES/OCIO workflow
Renderman
Redshift
Blizzard Game Engines
After Effects
Lightroom
Premiere Pro
Davinci Resolve Studio
Topaz AI
PTGUI
AWS workflow
Speedtree/Megascans/Foliage
Jira
Confluence
FTrack/Shot Grid
ShotDeck
Photography
Drone Aerial Cinematography

Education: Bachelor Of Fine Arts
(B.F.A.) In Animation And Visual Ef-
fects (2005) Academy of Art Uni-
versity, San Francisco, CA

Highly passionate, accomplished, and empathetic leader with over 18 years of experience in the animation, film visual effects & AAA gaming industry looking for Art Director, Director of Lighting or other high level roles. Specialized in real time and pre-rendered art along with concept art direction. Deep knowledge in environments, lighting, compositing, and shot-camera design. A wealth of experience at both a startup studio and well established companies.

WORK EXPERIENCE

Parallax Studios, Los Angeles, CA

Art Director | OCT 2023 - PRESENT



PARALLAX STUDIOS

- Part of the creative leadership team reporting to the CEO, providing studio advice and artistic direction.
- Met with clients (directors, production designers, etc.) to get launched on new projects and receive feedback on submitted work. Conceptualized designs to best represent the project's intent overall art direction.
- Owned and supervised high-quality delivery of art: characters, environments, props, concepts, UI, animation.
- Directed in house and outsourced external artists for various projects as a concept art design agency, giving feedback/paint-overs in line with client needs for animation, film, tv, video game & theme park companies.
- Managed and mentored careers of artists to have them learn and grow, artistically and professionally.

Imaginary Studios, Irvine, CA

Lead Digital Matte Artist | DEC 2021 - JUL 2023

IMAGINARY

- Spearheaded the development of digital matte paintings & environments, as well as assisted the fx/lighting team for integration and support on a new unannounced IP and AAA cinematic/game.
- Created and managed a team to make skyboxes, vistas, distant back ground environments for cinematics and games in UE5 with kitbash and projection modeling/texture techniques, with paintovers for art direction.
- Experience with Lumen lighting characters/environments in UE5 with PBR materials and shader editing.
- Collaborated with concept artists, lighters, modelers, surfacers, and VFX Supervisor for high quality visuals.
- Wrote documentation outlining best practices for setting up lighting and digital matte painting scenarios.

Blizzard Entertainment, Irvine, CA

Senior Cinematic II Artist | JAN 2012 - DEC 2021

Senior Cinematic Artist | JAN 2008 - JAN 2012

Cinematic Artist | NOV 2006 - JAN 2008



- Lighting, rendering, compositing and digital matte paintings for cinematic sequences on all Blizzard video game titles: Overwatch, World of Warcraft, Hearthstone, Diablo 3, Heroes of the Storm, and StarCraft 2
- 15 year veteran that worked with junior artists, providing mentorship, feedback, and artistic direction.
- Worked on "pre-rendered cinematics" and through a game's real time engine for "in game cinematics".
- Collaborated with directors & art directors to support the story and artistic vision.
- Created high resolution posters and assets for the marketing for promotion and company products.
- Team player with an eye for color, design, and high quality work.

Rhythm & Hues Studios, Marina Del Ray, CA

Compositing Artist | JAN 2006 - NOV 2006



- Composited for feature films Garfield 2: A Tail of Two Kitties, Night at the Museum, and Superman Returns.
- Seamlessly integrate visual effects into live-action footage including greenscreen work, rotoscoping, matchmoving, warping and digital matte paintings using the Icy proprietary compositor.

Luma Pictures, Santa Monica, CA

Rotoscoping/Digital Paint Artist | JUN 2005 - DEC 2005



- Did rotoscoping, rig/wire removal, digital painting for the film Underworld: Evolution using Shake.

Publication: d'Artiste: Matte Painting Vol. 3 (2013) Ballistic Publishing/CGSociety.org
Co-authored with Milan Schere and Damien Mace. Created tutorials and had featured art for the acclaimed d'Artiste book series.

Instructor: CGMA Academy (2008 - 2017) CGSociety.org/CGMA
Intro to Matte Painting 8 week intensive workshop, dealing with color theory, digital painting, & projection work.

Art Gallery: Curator/Co-Founder for Photonic Playground - www.photonicplayground.com (2014-2020)

Speaker Events: *SparkFX Virtual Conference* | Vancouver, Canada 2022 · *Art Center Virtual Guest Speaker* | Los Angeles, USA 2021 · *Riverside Community College* | Riverside, USA 2019 · *GDC "Amplify New Voices" Workshop* | San Francisco, USA 2018 · *Creative Coast Festival* | Malmo, Sweden 2018 · *IFCC* | Zagreb, Croatia 2017 · *CreativaFest* | Mexico City, Mexico 2016 · *Nordic Game Conference* | Malmo, Sweden 2016 · *PixelVienna* | Vienna, Austria 2015 · *TLP LANParty* | Tenerife, Spain 2011

WEBSITE: <https://www.davidluong.net>

LINKEDIN: <https://www.linkedin.com/in/ackdoh>

DEMO REEL: <https://vimeo.com/643041640>

ART STATION: <https://www.artstation.com/ackdoh>

EMAIL: david@davidluong.net

List of Credits @ Blizzard Entertainment

World of Warcraft "Dragonflight" (2022), *Unannounced Cinematics* (2021), World of Warcraft: Shadowlands "Beyond the Veil" (2020), Diablo IV "By Three They Come" (2019), World of Warcraft: Shadowlands Trailer (2019), Overwatch 2 "Zero Hour" (2019), World of Warcraft "Reckoning" (2019), Overwatch "Baptiste Origins" (2019), Overwatch "Cookiewatch" (2018), Warcraft 3 "Reforged" (2018), Overwatch "Shooting Star" (2018), World of Warcraft "Old Soldier" (2018), World of Warcraft "Battle for Azeroth" (2017), Overwatch "For Honor & Glory" (2017), Hearthstone "Hearth and Home" (2017), Heroes of the Storm: 2.0 "Hanamura Showdown" (2017), Hearthstone "Journey to Un'Goro" (2017), Heroes of the Storm "Forged by Fire" (2016), Overwatch "Infiltration" (2016), Overwatch "The Last Bastion" (2016), Overwatch "Hero" (2016), Overwatch "Dragons" (2016), Overwatch "Recall" (2016), Overwatch Theatrical "Star Wars" Commercial (2015), World of Warcraft "Legion" (2015), StarCraft II "Legacy of the Void" (2015), Overwatch "Intro" Cinematic (2014), World of Warcraft "Warlords of Draenor" (2014), Diablo III "Reaper of Souls" (2013), Heroes of the Storm "Intro" Cinematic (2013), Hearthstone "Heroes of Warcraft" (2013), StarCraft II "Heart of the Swarm" (2012), World of Warcraft "Mists of Pandaria" (2012), Diablo III Cinematics (2010-2012), World of Warcraft "Cataclysm" (2009-2010), StarCraft II "Wings of Liberty" (2007-2010), World of Warcraft "Wrath of the Lich King" (2006-2008), Diablo III "Teaser" (2008), StarCraft II "Building a Better Marine" (2006-2007)