

# DAVID LUONG

## PROFILE

Highly passionate, accomplished, and empathetic leader with over 18 years of iron forged experience in animation, film visual effects & video gaming industries looking for Art Director or other high level leadership roles. Specialized in real time and pre-rendered art from preproduction to final fames. Art Direction in concept art, illustrations, style guides, characters, environments, 3D modeling, props, UI, VFX, lighting, compositing, & cinematics.

## WORK ELIGIBILITY

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- Eligible to work in the U.S.A. indefinitely
- Based in Santa Ana, California, USA

## KEY SKILLS

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- Empathetic Leadership
- Experienced at both startup studios and well-established companies
- Concise and quality art feedback and direction
- 18 years of industry experience
- Critical eye for high quality work
- Team player with creative leadership and executive members
- Well versed in real time game engine and pre-rendered cinematic art
- Unreal Engine 5 experience at multiple studios

## WORK EXPERIENCE

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### ART DIRECTOR

Parallax Studios | Los Angeles, CA (Hybrid)  
OCT 2023 – MARCH 2024

- Part of the creative leadership team reporting to the CEO, providing studio advice and artistic direction.
- Worked in a fast-paced art design agency setting handling multiple varied art projects at a time.
- Met with clients (directors, production designers, producers etc.) to get launched on new projects and receive feedback on submitted work.
- Conceptualized designs and gathered references to best represent the project's intent overall art direction.
- Owned and supervised high-quality delivery of all art.
- 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.

### LEAD ARTIST

Imaginary Studios | Irvine, CA (Remote)  
DEC 2021 – JUL 2023

- Spearheaded the development of Digital Matte Paintings & Environments as Lead Artist, as well as assisted the VFX/Lighting team for integration and support on a new unannounced IP and AAA cinematic/game.

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## EDUCATION:

### Bachelor of Fine Arts in Animation/VFX

Academy of Art University,  
San Francisco, CA  
2001-2005

## LINKS:

ART:

<https://davidluong.net>

LINKEDIN:

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

DEMO REEL:

<https://vimeo.com/643041640>

ART STATION:

<https://artstation.com/ackdoh>

EMAIL:

[david@davidluong.net](mailto:david@davidluong.net)

- 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.
- Created custom HDRI textures and 360 panoramic sky boxes for lighting and environment workflows.

## SENIOR CINEMATIC ARTIST

Blizzard Entertainment | Irvine, CA  
NOV 2006 – DEC 2021

- Lighting, Rendering, Compositing and Digital Matte Paintings for cinematic sequences on all Blizzard video game titles: Overwatch 1 and 2, World of Warcraft, Hearthstone, Diablo 3 and 4, Heroes of the Storm, and StarCraft 2.
- 15-year veteran that worked with junior artists, providing mentorship, feedback, and artistic direction.
- Lead development of key looks on characters and environments some cinematic sequences and trailers.
- Created concept art for early visual development of certain cinematics.
- 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 art assets for the marketing for promotion and company products.
- Team player with an eye for color, design, and high-quality work.

## COMPOSITING ARTIST

RHYTHM & HUES STUDIOS | Marina Del Ray, CA  
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, tracking, warping and digital matte paintings using the Icy proprietary compositor.

## DIGITAL PAINT AND ROTOSCOPING ARTIST

LUMA PICTURES | SANTA MONIA, CA  
JUN 2005 – DEC 2005

- Did rotoscoping, rig/wire removal, warping, digital painting for the film Underworld: Evolution using Shake.
- Performed initial compositing to be handed off to team.

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**PUBLICATION:**

d'Artiste: Matte Painting Vol. 3 with Ballistic Publishing (2013)

Co-authored with Milan Schere and Damien Mace. Created tutorials and had featured art for the acclaimed d'Artiste book series.

**INSTRUCTOR:**

CGMA Academy with CGSociety.org/CGMA (2008 – 2017)

Taught an 8-week online workshop, Intro to Matte Painting, dealing with color theory, digital matte painting, & projection work to create portfolio pieces for students.

**ART GALLERY:**

Curator/Co-Founder for Photonic Playground (2014 – 2020)

<https://www.photonicplayground.com>

**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

**ADDITIONAL 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, Adobe Suite.

**FULL LIST OF CREDITS @ BLIZZARD ENTERTAINMENT 2006-2021:**

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)