

DAVID LUONG

PROFILE

Highly passionate, accomplished, and empathetic leader with over 19 years of iron forged experience in animation, film visual effects & video gaming industries looking for Art Director, Cinematography or other high-level roles. Fusing both tech and art into forward thinking solutions for studios. Knowledge in concept art, style guides, characters, environments, 2D/3D models, cameras, UI, VFX, lighting, compositing, & cinematics.

WORK ELIGIBILITY

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

KEY SKILLS

- Empathetic Leadership
- Unreal Engine 5 experience at multiple studios
- Experienced at both startup studios and well-established companies
- Director level business and management skills with high level IC contributions.
- 19 years of industry experience
- Critical eye for high quality work
- Team player with creative leadership and executive members
- Versed in real time game engine and pre-rendered cinematic art

WORK EXPERIENCE

UE5 CINEMATOGRAPHER

Sony Immersive Music Studios | (Remote Contract)

JULY 2024 – PRESENT

- Cinematic art development in Unreal Engine 5, doing camera, layout, lighting, sequences, compositing, editing and general VFX
- Asset oversight, material and surfacing development, look polish, color and final frames
- Post-process calibrations, workflows and documentation for future pipeline of projects

UNREAL ENGINE 5 CONSULTANT & LIGHTER

StoryProtocol.XYZ | (Remote Contract)

JUNE 2024 – JULY 2024

- Consulting and lighting on cinematic in game assets for an unannounced project using Unreal Engine 5.
- Compositing in Nuke from UE5's MRQ renders.

ART DIRECTOR

Parallax Studios | Los Angeles, CA (Hybrid, Fulltime)

OCT 2023 – MARCH 2024

- Part of the creative leadership team reporting to the CEO, providing studio advice and artistic direction.
- Art Directed props, characters, environment and key art concepts for Riot Game's "A Prince's Wish" cinematic
- Worked in a fast-paced art design agency setting handling multiple varied art projects at a time.

EDUCATION:

Bachelor of Fine Arts in Animation/VFX

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

Majoring In: 3D Art,
Lighting/Comp and Digital
Matte Painting.

Winner of Best Digital Matte
Painting for 2005 "Best In
Show" competition.

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

- 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 on anatomy, color, perspective, shape language 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, LIGHTING & SKYBOXES

Imagendary Studios | Irvine, CA (Remote, Fulltime)

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.
- Lighting characters/environments in UE5 with PBR materials, nanite models, Lumen 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 II ARTIST

Blizzard Entertainment | Irvine, CA (In Office, Fulltime)

NOV 2006 – DEC 2021 - 15 YEARS OF SERVICE

- Lighting, Rendering, Compositing and Digital Matte Paintings for cinematic sequences & cut scenes 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 mid/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, sketches, and matte paintings 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.

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

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 with foreword by legendary ILM traditional glass matte painter, Michael Pangrazio.

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/Founder, Photonic Playground Art Gallery (2014 – 2020)

<https://www.photonicplayground.com>

SPEAKER EVENTS

Kind of Art | Copenhagen, Denmark 2024 · **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