

# Rebecca Lau

Unreal Integration & Technical Artist

## EXPERIENCE

**Frame Machine** — Unreal Integration & Technical Artist

Apr 2024 - Current

- Develop tools for animators using Python
- Part of the Fortnite team implementing marketing content

**Xbox Game Studios (343 Industries)** — Character Technical Artist Apprentice

Jun 2022 — Sep 2022

- Optimized game performance by [developing Level of Details for in-game assets](#)
- Learned proprietary engine and tools while working on projects
- Demo: [Halo Infinite Brokkr Machine](#), more content unreleased

**Xbox Game Studios (Turn 10 Studios)** — Associate Apprentice Technical Artist

Jul 2023 — Dec 2023

Forza Car Focus Space Prototype

- Developed prototype environment to showcase Forza game series cars
- Rigged car assets, modeled assets to be used by the environment artist

Turn 10 Incubation Project - NDA Incubation project

- Rigged, modeled and created VFX assets, implemented game audio, created movement with motion capture data, collaborated with game designer and environment artist

## PROJECTS

**The Dead Sea (Film)** — *Co-Director, Producer, Lead Tech Artist & Rigging Artist*

Oct 2021 - May 2023

- Led team of 40+ members, delegated tasks, ensured project and team on track
- Demonstrated versatility and problem solving abilities in resolving technical challenges throughout the production process.
- Rigged biped rigs onto Metahuman characters to be implemented into Maya and Unreal Engine 5
- Modeled and textured character assets in Maya
- CFX (Character effects) done with Houdini using appropriate solvers
- Rigged creature characters and wrote tools to help speed up rigging process using Python

[rebeccalau.com](http://rebeccalau.com)  
[artstation.com/rebeccalau](http://artstation.com/rebeccalau)  
[linkedin.com/in/rebeccalauart](https://www.linkedin.com/in/rebeccalauart)

## EDUCATION

**Savannah College of Art & Design (SCAD)**

BFA Technical Animation  
Character Technical Direction &  
Visual Effects Minor

## SKILLS

Character, Creature Rigging &  
Hard Surface Rigging, Props &  
Environment Modeling,  
Retopology, Texturing, Lighting,  
Python, UE5 Blueprint, Shader  
Development, Niagara, Project  
Management (Agile)

## PROGRAMS

Maya, Houdini, Unreal Engine 5,  
MotionBuilder, Substance Painter  
& Designer, ZBrush, Marvelous  
Designer, Marmoset Toolbag,  
Perforce, Premiere Pro,  
Lightroom, Photoshop, After  
Effects, Procreate

## AWARDS

**Bloody Hats Festival (2023)** -  
Winner and Official Selection

**Manchester International Film  
Festival (2023)** - Official  
Selection

**APEX Film Awards (2023)** -  
Official Selection

**New York Animation Film  
Awards (2023)** - Best Character  
Rigging Finalist

**Independent Horror Awards  
(2023)** - Best Animated Short &  
Best Monster Winner and Official  
Selection

**Independent Horror Awards  
(2023)** - Best Sound & Music  
Official Nominee

**Animation Dingle Festival (2024)**  
- Official Selection