Rebecca Lau

Character Technical Artist

rebeccalau.com
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EXPERIENCE

Microsoft 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

Microsoft 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

NASA x SCADpro (SCAD Sponsored Course) — Character Technical Artist

Sep 2022 - Nov 2022

- Remodeled and rigged NASA's mascot for [ICESat-2] animation
- Ideated short story concepts, modeled and textured assets in a short story format
- https://www.rebeccalau.com/nasaxscadpro

The Walt Disney Company — Cast Member

Jan 2024- Current

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
- Rigged biped rigs onto Metahuman characters by using R&D MetaHuman workflow 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
- VFX done with Niagara using appropriate solvers

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, 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