

# Rebecca Lau

Technical Artist

## EXPERIENCE

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

Apr 2024 - Current

- Developed **Python** tools for animators and riggers, streamlined rig organization and reduced production time.
- Collaborated with Epic Games on Fortnite marketing assets, refined designs in Photoshop and integrated them into Unreal Engine 5, ensuring proper visualization within shop tiles.
- Efficiently adapted to proprietary tools and workflows, ensuring the timely delivery of polished, high-quality assets within tight seasonal releases.

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

Jul 2023 — Dec 2023

- Designed a prototype environment for the [Forza](#) series, featuring interactive 3D navigation and optimized car showcase assets.
- Rigged car assets for animation sequences used in photo mode, enhancing presentation and usability.
- Contributed to an NDA incubation project by creating **VFX assets**, including **simulations**, rigging, modeling, implementing game audio, and collaborating with designers and artists using motion capture data.

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

Jun 2022 — Sep 2022

- Contributed to [Halo Infinite](#) by creating Level of Details for in-game assets and integrated optimized character assets to enhance performance used in cinematics.
- Quickly adapted to Halo's proprietary tools and workflows, delivered high-quality assets within tight deadlines requested by team lead.
- Created fluid, cloth and rigid body **simulations** for Halo's Research & Development using Houdini.
- Utilized the Vertex Animation Texture technique in Houdini, and imported into Unreal Engine 5 for performance optimization.

## PROJECTS

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

Oct 2021 - May 2023

- Directed a team of 40+ members, managed task delegation and ensured timely project completion.
- Demonstrated problem-solving skills in addressing technical challenges across the production pipeline.
- Rigged biped and creature characters, R&D Metahuman integration process for Maya and UE5, and wrote Python tools to streamline rigging processes.
- Created high-fidelity models, textures, and CFX assets including **fluid, smoke, rigid body, and cloth simulations** using Houdini and Maya for seamless production-quality visuals.

[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

**Procedural workflows**, fluid, smoke, cloth, hair and rigid body **simulations**, character, creature, and hard surface **rigging, environment modeling, Python, UE5** Blueprint, texturing, retopology, shader development, lighting, LOD development

## SOFTWARES

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

## AWARDS & RECOGNITIONS

**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