

# LUTONG HE

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Pittsburgh, PA

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## SKILLS

Adobe Photoshop  
Substance 3D Painter  
Adobe Illustrator  
Adobe Premier Pro  
Maya  
ZBrush  
Blender  
Unity  
Procreate  
Aseprite  
Technical Analysis  
Communication  
Critical Thinking

## AWARDS

"PIGDA Global Game Jam"

Artistic Excellence  
2024

SVA "Silas H. Rhodes"  
Scholarship  
2019-2023

"The Scholastic Art &  
Writing Awards"  
New Jersey Golden Key  
2019

## EXHIBITIONS

SVA BFA Comics and  
Illustration Junior  
Show—"Tales of the  
City"  
2022

## PROFILE

Lutong He is an aspiring environment concept artist primarily working for video games industry and film productions. Armed with a solid foundation both in traditional painting and digital softwares, she has a creative, professional, and responsible mindset in collaboration with future production teams.

## PROJECTS

### "Dusk to Dawn", Student Pitch Project, Pittsburgh, PA — 2024. 1-present

Environment Concept Artist, Narrative Designer

- \* Collaborating with a student-pitched indie game team of five, generating 2D and 3D Unity assets for the game environment.
- \* Crafting the game worldview and writing the Lore Bible to assist level design, mechanics, and art direction.

### "The Mansion", Building Virtual Worlds, Pittsburgh, PA — 2023. 11

Environment Concept Artist, Level Designer, Producer

- \* Under two weeks, collaborated with a team of five to create a two-player action game.
- \* Designed level layouts and game environments; modeled 3D Unity assets.
- \* Organized team documents for the final showcase; decorated player booth for the ETC festival 2023.

### "Classical Memoria", Building Virtual Worlds, Pittsburgh, PA — 2023. 10

Environment Concept Artist

- \* Under two weeks, collaborated with a team of five to create an AR music game.
- \* Modeled and textured the 3D game environment in Unity.

## EDUCATION

**Carnegie Mellon University, Master of Entertainment Technology**

2023-2025

**School of Visual Arts, Bachelor of Fine Arts, Illustration**

2019-2023