

LUTONG HE

ENVIRONMENT ARTIST, ART DIRECTOR

lutonghe.artstation.com

lutonghe.com

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917-821-2163

Pittsburgh, PA

SKILLS

3D Modeling
Texturing
Lighting
Concept Design
2D Illustration
Storyboarding
Art Management
Fast Prototyping
Design Documentation

SOFTWARES

Maya
Arnold
ZBrush
Unreal Engine 5
Unity
Procreate
Adobe Photoshop
Adobe AfterEffects
SpeedTree
Substance Painter
Substance Designer
Marmoset 4
Jira
Trello

AWARDS

"Vega Digital Awards"
Platinum Winner
— 2025

"PIDGA Global Game
Jam" Artistic Choice
— 2024

SVA "Silas H. Rhodes"
Scholarship
— 2019-2023

VOLUNTEER

Student Volunteer,
SIGGRAPH, Denver, CO
— 2024

EXPERIENCE

Co-founder & Creative Director, Pittsburgh, PA

— May. 2025 - July. 2025

Daedalia.Inc

- ◆ Co-founded an early-stage creative tech startup focused on bringing emotionally intelligent AI companionship experiences through enriching visual storytelling.
- ◆ Direct the creative vision across concept development, visual narratives, prototyping, and user experience.
- ◆ Placed a key role in fundraising, securing **\$50K in pre-seed funding** from a top VC in US.
- ◆ Collaborated closely with engineering and business teams to align product aesthetics with go-to-market planning.
- ◆ Managed an art production team consisted of 3D artists and animators, established workflows for rapid prototyping and iteration.

Environment Concept Artist, US, Remote

— June. 2024 - Sept. 2024

Sugarcane Games

- ◆ Designed 2D environment arts and props for an indie game demo published on **Steam**.
- ◆ Collaborated closely with engineering team to integrate art assets with Unity sprites shaders, lighting, and animation.

PROJECTS

"Synoptic Sanctum", Pittsburgh, PA

—Aug. 2024 - Dec. 2024

Art Director, Environment Artist

- ◆ Directed and executed a full 3D environment pipeline production using softwares such as Unreal Engine 5, Maya and Substance.
- ◆ Featured by **80 Level**, a major global media publishing platform and received wide publicity on LinkedIn.

"The Sacred Encounter", Pittsburgh, PA

— Jan. 2024 - May. 2024

3D Environment Artist, Art Director

- ◆ Modeled, textured, and set dressed environments, props, and biomes for an Unreal 5 short film with two environment artists.
- ◆ Developed color-scripts and keyframes as a visual guidance to lighting, tone, and scene continuity in the film.

Building Virtual Worlds, Pittsburgh, PA

— Sept. 2023 - Dec. 2023

3D Environment Artist, Producer

- ◆ Collaborated with teams of five and delivered 4 playable prototypes in VR/AR/PC formats under biweekly deadlines.

EDUCATION

Carnegie Mellon University

Master of Entertainment Technology

Sept. 2023 - May. 2025

School of Visual Arts

Bachelor of Fine Arts, Illustration

Sept. 2019 - May. 2023