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JoJo Lu is a concept and visual development artist with 6+ years experience in games and animation.

EXPERIENCE

Full experience and recommendations on LinkedIn

Background Designer at Titmouse, Inc. / Mar 2024 - Mar 2025

Background design and pre-vis for Critical Role's *The Mighty Nein*.

Freelance Background Painter for Lionforge Entertainment / Feb - Mar 2024

Background paint and design for *Iyanu: Child of Wonder*.

Freelance Visual Development Artist for Passion Pictures / Mar 2023

Style frame for an unreleased music video.

Concept Artist at Microsoft / Sep 2020 - Jan 2023

Created environment, character, VFX, and UI/UX concept art, illustrations, and storyboards for a wide range of Mixed Reality experiences, including *HoloLens*, *IVAS*, *AltspaceVR*, *Microsoft Mesh*, and *Microsoft Teams Avatars*.

Freelance Background Painter for LUCAN / Jan - Feb 2021

Background paint for *Emma*.

Freelance Visual Development Artist for DNEG / Jun - Sep 2020

Visual development for environments and characters, including animation style tests, for an unreleased feature film.

Freelance Concept Artist for Disrupter Beam / Mar 2019 - Aug 2020

Environment concept art for *Archer: Danger Phone*.

Freelance Concept Artist for Hasbro / Jan - Nov 2016

Character concept art and toy design for *Furby Connect* and related projects.

Industrial Designer at DCI / Jan - Oct 2016

Product and packaging design for a variety of gift product lines.

Toy Design Co-op at Hasbro / Jan - Aug 2014

Character, environment, gameplay, and blue sky concept art for *Furby Boom! Crystal*, *Furbacca*, and *Furby Connect*.

SOFTWARE

Concept & Illustration - Photoshop, Illustrator, HEAVYPAIN, Pen+Paper

3D, Game & Animation - Blender, Gravity Sketch, Unity, After Effects, Clip Studio Paint

EDUCATION

Various classes and workshops from Warrior Art Camp / 2020 - Present

Masters of Visual Development Level 2 from IDEA Academy / 2019 - 2020

B.S. Industrial and Systems Engineering, Design and Theatre minors from The Ohio State University / 2012 - 2018

WHAT OTHERS HAVE TO SAY ABOUT ME

Dylan Pierpont *Principal Concept Art Lead at Anduril*

“ When our team was looking to expand over two and half years ago we looked for artists that had a multidisciplinary approach to their work. **Jojo was one of the rare creatives that had a natural ability to combine the technical constraints of an emerging medium with beautifully executed and varied solutions.** In the field of Mixed Reality, AR and VR experiences push artists and designers to achieve more with less, and Jojo has stayed at the forefront of that innovation since day one. **From VR sculpting to 3D modeling, to quick sketches, and polished illustration, she consistently produced quality images that helped solve challenging problems across multiple project and product endpoints.**

I worked with Jojo as their direct manager for the majority of their tenure at Microsoft and in that time we catered to a variety of customer needs. Understanding the hardware constraints and necessities of a user in a Mixed Reality space (additive displays, user-to-user interaction, FOV, hologram interaction, spatial audio, ect) are a paramount to the success of an artist in this field. **Jojo adapted quickly to this environment and layered strong storytelling, functional design, and memorable imagery across environments, props, FX, and character designs, UX interactions, and compelling pitch material and illustrations. And her passion for technology bled into the visual space, helping streamline our early Blender workflows and toolsets on the concept art crew.**

Inside the studio, at social events, and working remotely through COVID 19 isolation, Jojo remained a strong presence on each team that was lucky enough to have her. Her laughter, empathy, and hunger for learning made them a valuable creative force within our group and a staple among the wider teams they collaborated alongside. She was often first to volunteer her skills on new assignments and always followed through with multiple, quick, and varied ideas that she could execute on, independently or as a foundation for others to leverage. Their capability to own an assignment end-to-end and flexibility as a collaborator were the hallmarks of Jojo's success on our team and I'm proud of their growth as both a manager and a colleague. **To anyone looking for a committed concept artist that is fun to work with, is wicked fast, and will help solve your visual problems with exciting solutions and clarity, Jojo Lu is absolutely someone you want on your team. ”**

Floyd Bishop *Principal Art Manager at Microsoft*

“ **JoJo Lu is a powerhouse. I've seen architectural exploration, UI exploration, character design, paintings, quick sketches, and more executed in such a wide variety of expertly executed ways that at first, I couldn't believe all that art came from just one person.** JoJo is the kind of artist that could trip over a box of art supplies and the resulting “mess” would be a masterpiece. I first worked with JoJo as part of the Mixed Reality Central Art Team. We were all tasked with creating any and all art across several different endpoints: Virtual Reality, Augmented Reality, Mixed Reality, etc. **No matter how “out there” an idea seemed, JoJo was able to bring it to life with their art.**

After a reorg in the fall, I became the Principal Technical Art Manager for my new org, and Concept Art was put under my org structure. While I didn't manage JoJo directly, JoJo's manager quickly came to appreciate the many contributions across production stages that enriched the various projects. **Speed seemingly had no negative effect on the quality of the art.** Many times, other groups at Microsoft would need some “quick art” for a presentation to upper management. **JoJo would jump on these types of assignments with a fast understanding of the subject matter and an even faster hand. Many groups started to ask for JoJo by name.**

JoJo brings a high level of excitement to everything. While camping with some coworkers in the summer, four of us went out on a lake in kayaks. I chose the non-JoJo kayak, thinking that I wanted to do a very long trip across the lake, and JoJo didn't exactly seem like a kayaking powerhouse. I was so wrong! JoJo and her kayaking partner became specs across the lake as we tried in vain to keep up with them. We could tell where they were on the lake from the constant laughter, another JoJo hallmark! **JoJo would make an excellent addition to any crew that needs art exploration of any kind. JoJo marries a technical understanding to a traditional medium in a way I have never really seen. JoJo leans into tech, bending it to their will and making amazing art with every masterful stroke.** I would love to work with JoJo in the future. You want JoJo in your kayak! ”

Zeus *A Very Good Boy*

“ Looks at you with cute eyeballs and wags his tail. ”