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

EXPERIENCE

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

Background design and pre-vis for Critical Role's *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