

Gilbert Liu

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<https://gilbert-liu.com>

Education

University Of Southern California, School of Cinematic Arts

BFA Game Art

Los Angeles, CA
August 2024-May 2027

Chapman University, Dodge College of Film and Media Arts

BFA Animation and Visual Effects, 3D Animation Emphasis

Orange, CA
August 2022-May 2024

Experience

B.L.U.E

3D Artist

Los Angeles, CA
May 2025-Present

- Developed concept sketches & art for spaceship assets
- Designing and 3D modeling modular spaceship parts
- Researching artistic style to develop game in Unreal Engine to achieve a blend of modern and futuristic sci-fi aesthetic
- Helping generate and develop ideas for unique ship, and environment mechanics

Smoke Break!

3D Environment Artist

Los Angeles, CA
Sep 2024-May 2025

- Modeled 3D props for game environments
- Set dressing, managing level themes, communication between game design, art team, and engineering team
- Storytelling a continuous pie factory with environmental design
- Responsible for designing & set-dressing the “outer walls” in addition to playable levels, the area players can see but not interact with throughout levels 1-4, in addition to playable rooms

Rusted Roots

3D Animator

Orange, CA
September 2023–December 2023

- Animated scenes for senior thesis “Rusted Roots”, a live action short film with 3D CGI
- Responsible for ensuring animation integrated seamlessly into film, and also smooth transition to texture artists and lighting team.
- Developed experience working on live action sets and merging 3D with film

Skills & Interests

Technical:

Advanced: ZBrush, Autodesk Maya, Photoshop, Unreal Engine, Unity

Intermediate: Google Sheets/Excel, Premiere Pro, Illustrator, After Effects, Java, Python

Language: Fluent in English and Chinese

Interests: Tabletop Games, Cooking, Traveling

