

# Luke Zhu

## Character Designer

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### Chenghao (Luke) Zhu

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### Profile

I'm an RIT undergrad passionate about character design and 3D modeling, striving to innovate in this field. Aim to contribute to creating immersive gaming experiences, impacting players and shaping the future of gaming with humility and passion.

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### Work Experiences

**High School Art Exhibition at TONGWEN School:** In high school, I majored in visual arts, creating numerous artworks. I organized and led an end-of-semester art exhibition with school support, where I presented and explained my early career artworks to visitors. This event brought me recognition and valuable feedback.

**Art Director Internship at ICBC (2023):** During a summer internship at the Industrial and Commercial Bank of China, I contributed as the Art Director to a startup project. My role included guiding the team in logo design and collaborating on product design, resulting in product renderings and video productions. This experience enhanced my artistic skills, teamwork abilities, and earned me an internship certificate from ICBC.

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### Skills

3D Modeling; Character Design; Hard Surface Design

Maya; Blender; Substance Painter; Marmoset; Keyshot; Unreal Engine; Character Creator; Houdini; AE; PR; PS; ME; Gravity Sketch(VR).

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### Education

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#### Rochester Institute of Technology

Major: 3D digital Design

Location:

1 Lomb Memorial Dr,  
Rochester, NY 14623

#### TONGWEN School (IBIS School Code: 052067)

Location:

Jiaxing International Business District,  
Jiaxing, Zhejiang Province 314000  
China