

NATALIE LOK HIN LAU

2D/3D Digital Concept Artist

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SUMMARY

Digital design student with bachelors degree looking for opportunity to gain professional work experiences. Outgoing and friendly with strong motivation for success. Communicative and team-oriented with strong organisation and interpersonal skills.

SOFTWARE SKILLS

 Maya (Advanced)

 Premiere Pro (Advanced)

 Unity (Intermediate)

 After Effects (Intermediate)

 Motion Builder (Intermediate)

 Blender (Beginner)

 Creative Cloud (Intermediate)

 Unreal Engine (Beginner)

 Ibaspaint (Advanced)

 Resprite (Advanced)

KEY SKILLS

- Proven ability in effective time management to optimize productivity and meet deadlines consistently.
- Strong organizational skills demonstrated through efficient task prioritization.
- Highly flexible, adapt at adjusting to various tasks and environments to achieve optimal results.
- Exceptional precision in editing and a keen eye for visual and audio details, ensuring high-quality final outputs.

EDUCATION

Auckland University of Technology
Bachelor of Design

Animation, Visual Effects and Game Design

Graduated in December 2024

Glendowie Collage

NCEA Level 3 Certificate
2018 - 2021

LANGUAGE

- Chinese(Cantonese) Professional
- English Professional
- Chinese (Mandarin) Limited

EXPERIENCE

Capstone Art Director Feb 2024 - Nov 2024

- Created 2D Pixel environments from 2D concept art and level design to provide a better visual representation of a project's design intent.
- Utilized 2D Pixel Software Resprite, to create animation character sprites, title maps and assets.
- UI, digital art using drawing software Ibaspaint for gameplay.
- Produced animated characters, UI, game scenes and lightings using game programme software Unity.

PhD Researcher Assistant Jun 2024 - Aug 2024

Masaya Todoroki | Auckland

- Created 3D models from 2D drawings to provide a better visual representation of a project's design intent.
- Utilized industry-standard 3D modelling software, including Maya and Blender, to create characters.

Museum of Meaningful Moments Illustrator Mar 2024 - Jun 2024

Good Health Design | Auckland

- Provided multiple versions of artwork for approval before finalizing projects.
- Attended meetings regularly to discuss project progress and timelines .
- Created visual concepts to illustrate stories or ideas.
- Produced digital art, sketches, and other visuals in a timely manner.
- Utilized digital illustration software such as Adobe Photoshop, Illustrator, and Ibaspaint to create graphics.

REFERENCES

Masaya Todoroki

PhD Candidate and
Game Design Pathway
Leader/Lecturer at AUT

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Cassandra Khoo

Good Health
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