

Portfolio of design, animation and illustration: www.melodylu.com

- EXPERIENCE** *Illustrator & Animator, Airships & Ornithopters* Austin, TX July 2011 - present
- Designing and animating improbable flying contraptions and odd characters for an iOS game.
- Illustrator, Tibialis Inc* Mountain View, CA Jun 2011 - present
- Sculpting accurate 3d models of human muscles/bones for medical illustrations about running injuries.
- Photographer, Stanford University* Stanford, CA Feb 2011 - Jun 2011
- Coordinated and created photo illustrations, portraits, and event photography for Stanford Introductory Studies.
- Artist/Digital Producer for the Stanford Graphic Novel Project 2010* Stanford, CA 2010
- Storyboarded and illustrated a collaborative a graphic novel about a survivor of both Hiroshima and Nagasaki.
 - Lead digital production, edits, and coloring of 190-pages of final art and text. (<http://sgnp.stanford.edu>)
- Academic Technology Associate, Stanford University* Stanford, CA Feb 2010 - Sep 2010
- Created websites, graphic design, and photo/video documentation for the undergraduate humanities dept.
 - Provided multimedia, hardware, and academic software support and training for Stanford faculty and staff.
- Illustrator & Animator, Core media* Vancouver, BC, Canada 2009
- Created storyboards, character design, and animation for television properties in development.
- Digital Lab Office Staff, Yale Graduate School of Art* New Haven, CT 2002 - 2007
- Provided technical support for software, printing, and network infrastructure in the graphic design, photography, painting, and sculpture departments.
 - Taught workshops in Adobe Photoshop to Yale undergraduates.
 - Installed and maintained computing and printing facilities around campus.
- Instructor, Learning Unlimited* MIT, Boston / Stanford, CA 2004, 2005, 2009
- Taught courses on creature design from an evolutionary perspective to grade 7-12 students in 2004 and in 2009.
 - Organized and taught a seven-week high school summer course on creature design and illustration in 2005.

- EDUCATION** *Vancouver Film School (VFS)* Vancouver, BC Jan 2009
- Diploma in Classical Animation
 - Diploma in Digital Character Animation
- Yale University* New Haven, CT May 2006
- BA in Psychology 3.5/4.0 GPA in Major, Dean's Research Fellowship 2004, Richter Scholarship 2004
- Rhode Island School of Design* Providence, RI Aug 2001
- Certificate in Computer Animation (summer program)

- SKILLS**
- **Graphic Design, Layout, Film and Photorgraphy:** Expert user in Photoshop, Flash, Illustrator, InDesign, After Effects, Premiere, Corel Painter, and Manga Studio. Experienced with Maya (rigging and modeling). Strong working knowledge of FinalCut and iMovie (able to teach introductory-level movie editing to new users).
 - **Web Development:** Fluent in CSS and HTML. Can dabble in javascript, and can thrive in any operating system.
 - **Human Languages:** Conversational Spanish, and with use of dictionary, can survive in German.

- ACTIVITIES**
- Fire juggling (but in CA, that's LED juggling and poi). DJ on the 90.1 FM (Stanford student radio station). Instructor for Stanford Educational Studies (www.stanfordesp.org). Villiage Harvest volunteer. Card-gaming/board-gaming geek currently addicted to Dominion, Settlers, and Tichu. Reading way too much scifi. Photography. Biking.