

ZORA FU

Technical Artist

Real-time Environment | Blueprint System | HMI Interaction | Digital Twin

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EXPERIENCE

Technical Artist | Full Time - Logidream Technology (Australia) Pty Ltd

April 2026 - Current

- Developed AI-generated 3D characters for use in Unreal Engine and Isaac Sim. Collaborated with AI engineers to optimize assets and develop automation tools using Maya and Python.

Environment Artist | Contract - Leartes Studios

September 2025 - March 2026

- Created environments in Unreal 5 using Maya, ZBrush, Substance 3D Painter, and Substance 3D Designer, covering modeling, texturing, set dressing, and lighting, in close collaboration with concept artists and art directors from game art outsourcing company.

Unreal Technical Artist | Full Time - AUO

October 2024 - November 2025

- Contributed to major automotive projects with Volkswagen, Luxgen, BMW, and Maruti Suzuki; Showcased work at international exhibitions such as CES and Touch Taiwan; advanced cross-industry initiatives in smart healthcare and smart retail with Google, Lenovo, and Ma Kuang Medicine.
- Integrated CAD, UI, and UX assets into real-time environments; developed HMI interactions using Blueprint systems; collaborated with engineers to optimize workflows and conduct system testing; led team 3D technical training and project management.
- Dressed environment, animated character, lighted scene and rendered sequence using Unreal 5 for the AR-HUD demo.
- Built widget and blueprint using Unreal 5 for the PHUD car configurator.
- Built animation and optimized assets using Unity for the 3D-AR-HUD demo.
- Designed storyboard, dressed environment, animated Metahuman, lighted scene and rendered sequence using Unreal 5 for the CES 2026 demo.

Technical Artist | Full Time - AI Pass Line

April - September 2024

- Animated character and optimized assets using Maya and Blender for the Uni-President AI customer service application.
- Modeled and textured assets using Substance 3D Painter and Unreal 5 for a mixed-reality medical education application.
- Modeled, textured, and generated particle effects using Blender and After Effects for a Microsoft card game.
- Generated effects using a node-based procedural system in Unity for the Chiayi Iron Flower mixed-reality application.
- Animated client-provided characters using Maya for a somatosensory computer vision game for children.

3D Artist | Freelance - Destination Channel

August 2024

- Modeled, textured, lighted, and animated assets using Blender for the title animation by a U.S. film production company.

Environment Artist | Freelance - Icy Box

February - March 2024

- Textured, lighted, and dressed environment using Blender for the product animation by a German technology company.

3D Artist | Contract - SIXVFX

January 2024

- Modeled, textured, rigged, and animated assets using AI, Blender, Maya, and Unreal 5 for a YouTube channel with millions of subscribers.

EDUCATION

Gnomon - School of VFX, Games & Animation

Los Angeles, CA, USA

Certificate in Digital Production - Emphasis in Game Art

Graduated 2023

- Selected | Gnomon 2023 Student Reel & Featured | Gnomon 2023 Student Gallery

Fu Jen Catholic University

New Taipei, Taiwan

Bachelor of Fine Art in Applied Arts - Emphasis in Computer Animation

Graduated 2020

- Salutatorian | Bachelor of Fine Art in Applied Arts & Featured | Fu Jen Catholic University 2018 & 2019 Student Gallery

AWARDS

Rookies Award 2023 - Game Development

- Award | Rookie of the Year - Rank A Certificate / Finalist / Draft Selection

Bahamut ACG Competition 2021 - 3D Animation

- Nomination | 3D Animation

Vision Get Wild Award 2020 - Multimedia Design

- Award | 3D Animation - Merit Award
- Nomination | 2D Animation / Creative Planning / Cross-Disciplinary / Experiment and Mixed-Media Animation

HONORS

Taiwan Original Animation Concert 2024

- Through the interweaving presentation of animation and music, performed at the New Taipei City Arts Center.

Shoutout LA 2024 - Meet Zora Fu & Voyage LA 2023 - Conversations with Zora Fu

- Interviewed by Shoutout LA and Voyage LA as a highlighted Los Angeles artist.

IN CG Media 2020 - Outstanding Graduation Project

- Interviewed by IN CG Media, a Taiwan media focusing on the computer graphics industry.

SOFTWARE

- Unreal 4 & 5 / Unity
- Maya / 3ds Max / Blender / ZBrush
- Nuke / Houdini / SpeedTree / Gaea / Marvelous Designer
- Substance 3D Painter / Substance 3D Designer
- V-Ray / Redshift / Eevee / Cycle / Marmoset Toolbag 4
- After Effects / Premiere / Photoshop / Illustrator / InDesign / Figma

SKILLS

- Blueprint Design & Environment Creation
- Modeling & Sculpting
- Node-Based Generation & Simulation
- Texturing & Shading
- Lighting & Compositing
- Post-production & Graphic Design