

Amy Lu

Visual Development Artist & Producer

Los Angeles, CA | amylu.artist@gmail.com | [Portfolio](#) | [LinkedIn](#)

EDUCATION

Otis College of Art and Design

BFA in Game and Entertainment Design

Los Angeles, CA

August 2021 - May 2025

SKILLS

Sketching and drawing, digital painting, leadership, problem-solving, communication, organization, project management, proactive

Software: Adobe Photoshop, Google Docs, Google Sheets, Click Up, Figma, Trello

RELEVANT EXPERIENCE

Cozy Chessu

Los Angeles, CA

Lead Producer (Volunteer)

May 2025 - Present

- Coordinate production on a 17-member team for a 3-D chess deck-building game via Discord and Notion
- Facilitate cross-functional communications via Discord across 5+ departments (Art, Narrative, Engineering, Design, QA) to set clear priorities
- Anticipate challenges early on and communicate effectively with teammates to resolve issues swiftly

2D UI Artist

May 2025 - Present

- Ideate various UI elements such as menus, buttons, icons, wireframes, and typography that set clear user experience goals and follow project aesthetics
- Collaborate with other artists in researching design aesthetics and existing video game UI to best guide the game project's UI/UX vision

[The WereCleaner](#)

Los Angeles, CA

Art Producer

August 2023 - May 2024

- Delegated tasks to 12 artists, resulting in an 80% weekly completion rate for a comedic 3-D stealth game
- Collaborated with 30 developers to successfully ship the game in 1 year on PC and mobile platforms
- Reached over 1.5 million players across Steam and iOS in 1 year, and won the IGF Audience Choice award at GDC 2025

2D Concept Artist

Sept. 2023 - Dec. 2024

- Designed and ideated key narrative props and Steam Achievements in the game's visual style
 - Received constructive feedback from creative leads to ensure production-ready designs
-

ADDITIONAL EXPERIENCE

Otis College of Art and Design - Undergraduate Teaching Assistant

Los Angeles, CA | August 2023 - May 2025

- Mentored 20+ animation and game design students across 15-week semesters by providing feedback to meet their creative goals
- Curated a physical and virtual classroom space, fostering a positive and creative learning environment