

Steven Lo

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WORK EXPERIENCE

The Third Floor , Los Angeles, CA		10-10 - present
The Avengers	Previs Animator	
Digital Domain , Venice, CA		9/10-10/10
Thor	Previs Animator Responsible for camera work and animation	
Treyarch Inc , Santa Monica, CA		06/10 – 09/10
Call of Duty : Black Ops	Animator Responsible for both in-game and cinematic animation.	
Digital Domain , Venice, CA		03/10 – 6/10
Caesar : Rise of the Apes	Previs Animator Responsible for camera work, building environment assets and creating realistic Gorilla, orangutan, and monkey animation.	
Lightstorm Entertainment , Playa Vista, CA		09/08 – 07/09
James Cameron's Avatar	Generalist/Previs Artist Character motion integration Key frame animation to enhance motion capture data Creating environments from an asset library Responsible for maintaining continuity between shots Worked with the animation supervisor to bring the director's vision to life.	
TECHNICOLOR INTERACTIVE , Burbank, CA		04/07 – 07/08
Blitz: The League II	Facial key frame animator.	
Gears of War 2	Motion capture animator.	
Hulk	Motion capture animator.	
NBA Ballers	Motion capture animator.	
Uncharted	Motion capture animator.	

Unreal Tournament 3

Responsible for motion capture animation and training new animators on proper workflow.