

# Steven Lo

20437 Via Galileo ♦ Northridge, CA 91326  
animatorsteve@gmail.com  
Residence: (818) 998-9588 ♦ Cell: (818) 913-8511

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## WORK EXPERIENCE

**Digital Domain**, Venice, CA 03/10 – present

**Caesar : Rise of the Apes** Previs Animator  
Responsible for camera work 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.

## EDUCATION

**GNOMON SCHOOL OF VISUAL EFFECTS**, Los Angeles, CA 9/04 - 12/06

Completed the two year certified program,  
which covers all aspects of 3D.

**OTIS COLLEGE OF ART AND DESIGN**, Los Angeles, CA 9/02 - 06/04

Undergraduate studying Digital Media.

**LOS ANGELES ACADEMY OF FIGURATIVE ART**, Los Angeles, CA 6/04 - 08/04

Studied under Charles Hu and Sergio Sanchez for Anatomy  
and Figure Drawing.

**UNIVERSITY OF CALIFORNIA RIVERSIDE**, Riverside, CA 9/01 - 06/02

Undergraduate studying Molecular Cell Biology.

**TECHNICAL SKILLS:**

AutoDesk Maya  
AutoDesk 3D Studio Max  
Adobe After Effects

Autodesk Motionbuilder  
Adobe Photoshop  
Softimage XSI