



# luke greenwood

Los Angeles, CA

Seattle, WA

425-974-0799  
1320 12th Avenue, Los Angeles, CA  
lukegreenwoodcreates@gmail.com  
@lukegreenwoodcreates  
www.lukegreenwood.rocks

## ABOUT

I am a 3D artist and creative technologist based in Los Angeles. From commercial to experimental, I love partnering with musicians, events, and brands to bring our vision to life.

## EDUCATION

### BA, Media Arts + Practice

School of Cinematic Arts  
University of Southern California  
2023  
GPA 4.0

## AWARDS

University Trustee Award (2023)  
Discovery Scholar (2023)  
Edmund Maxwell Foundation Scholarship (2018 – 2023)  
School of Cinematic Arts Scholarship (2019 – 2020)

## SOFTWARE

After Effects (13 years), C4D with Redshift, Blender, Maya, Unreal Engine, Unity, TouchDesigner, Resolume Avenue, Substance 3D, CLO 3D, DaVinci Resolve, Final Cut, Premiere, Illustrator, Photoshop, InDesign, Procreate, Logic Pro X, and Ableton Live

## PROGRAMMING

Python, JavaScript (including P5.js, Three.js, Node.js and ML5.js), HTML, CSS, Java (including Processing), and C# for Unity

## ADDITIONAL SKILLS

Branding, VFX Supervision, Storyboarding, Videography, Music Production (8 years), and Teaching Motion Design (5 years)

## EXPERIENCE

7 years of experience across the 2D & 3D animation pipeline – including illustration, 3D modeling, rigging, character animation, texturing, lighting, VFX compositing, simulations, procedural animation, and real-time systems.

### GUESS? Inc. Motion Designer & Video Editor | 2023 – present

- Design and animate content for campaigns and events
- Composite CGI and motion graphics with live action footage
- Program scripts and templates to streamline repetitive tasks, saving my team days of work each month
- Additional roles as videographer, editor, colorist, game developer, music producer, and concert VJ

### Freelance Creative Director | 2022 – present

- Collaborate with musicians and concerts to create impactful visual identities
- Create brand guides, direct team members, design marketing assets, and animate live event visuals

### Freelance Illustrator and Motion Designer | 2020 – present

- Design and animate event visuals, social assets, and advertisements to meet the needs of diverse clients including Aeropostale, GoDaddy, and Insomniac
- Clearly communicate with clients using styleframes and animatics

### Spectra Studio Intern | 2023

- Developed a real-time audiovisual performance using TouchDesigner, Python, and Unreal Engine
- Built computers and assisted with immersive entertainment projects

### Jam City Marketing Design Intern | Summer 2022

- Produced engaging advertisements for mobile games using 3D animation, live action, and VFX techniques

### USC Femfest Music Festival | 2020 – 2022

- Conceptualized and executed logos, social media posts, dynamic backgrounds, promo videos, posters, and animated thank you cards
- Promoted to creative director and led a rebrand in 2022

### Animated Music Video Tribute to Sophie Xeon | 2021

- Conducted extensive research and preproduction for this passion project, ensuring I authentically portrayed the artist's work
- Taught myself Blender and C4D
- 120k views

### The Kennan Institute, Wilson Center, Washington DC | 2020 – 2021

- Transformed research findings into engaging explainer videos