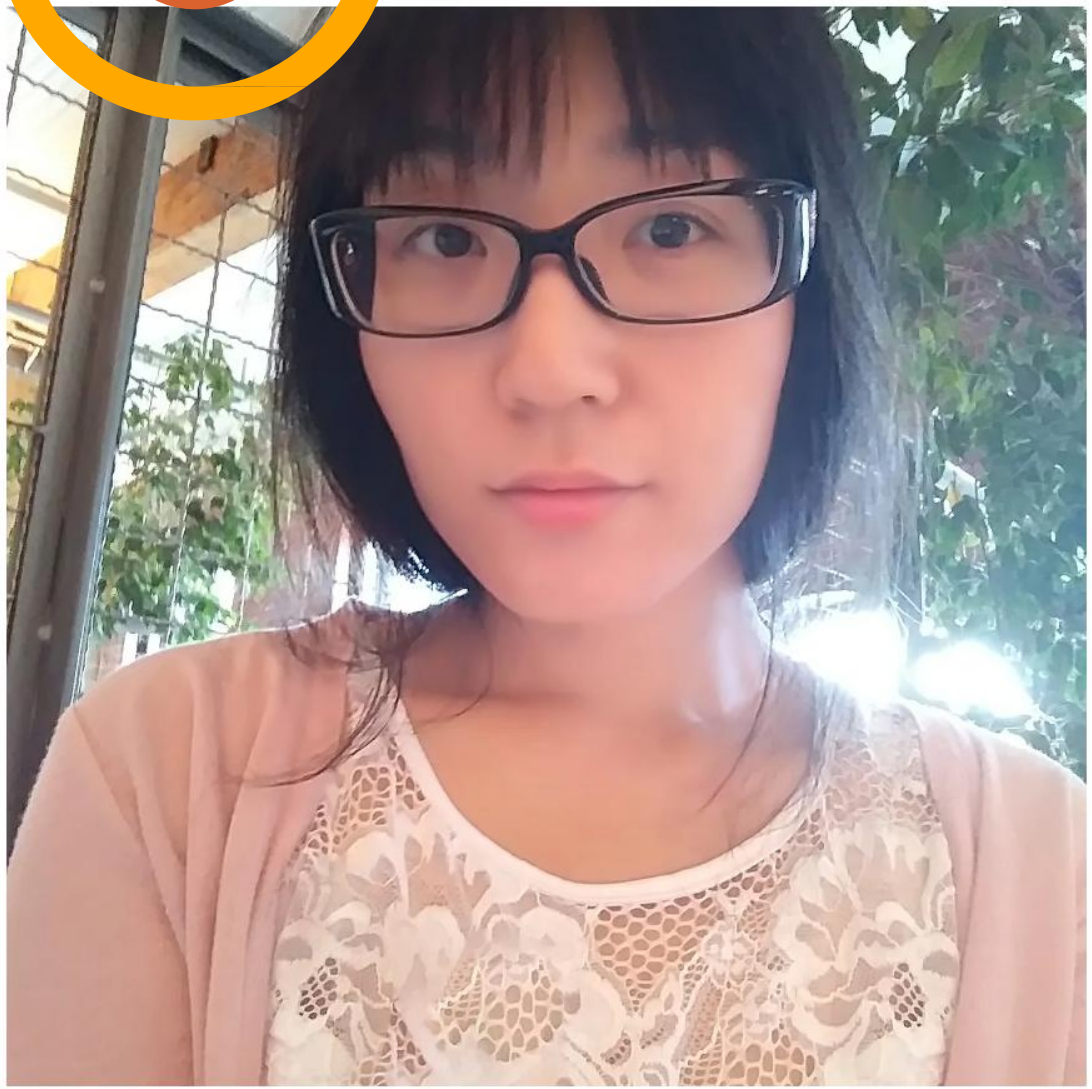
CONCEPT ART AWARDS
JURADO 2019



DONGLU YU

SENIOR CONCEPT ARTIST, UBISOFT

Donglu Yu is a senior concept artist working at Ubisoft Montreal, and is best known for her works on the Assassin's Creed series, among which are Assassin's Creed: Brotherhood, Assassin's Creed: Project Legacy, Assassin's Creed III and Assassin's Creed IV: Black Flag. Other credits include Deus Ex: Human Revolution and Far Cry 4. Her areas of specialty are concept art, illustration and visual development. Donglu has been widely recognized for her contribution to her field and has won many awards from publications such as: Expose series, Exotique series, ImagineFX, 2D Artist Magazine, 3D total publishing and Advanced Photoshop.

At a very young age, her parents began to send her to many art classes to study Chinese watercolor, calligraphy, oil painting, etc., of which these styles can be seen as a major influence in her artwork today.

Now, she is actively writing tutorials and giving online mentorship in order to share her knowledge and experience with the digital artists' community. She is also continuously trying new techniques and new subjects in order to progress on this endless artistic path.







