

CONTACT

Brooklyn, NY

ruiyangart@gmail.com

[IMDB](#)

[Linkedin](#)

PORTFOLIO

[CG-AI](#)

[Personal](#)

CG Tools

Maya | ZBrush | Houdini

Substance-Painter | Mari

Substance Sampler

Nuke | Speedtree

Blender | Cinema 4D

Unreal Engine | Xgen

Marvelous Designer

Adobe Package

AI Tools

Nano Banana | Flux

GPT Image | Higgsfield

Kling | Seedance

Runway | Veo

Comfy | Wan

Luma | Hunyuan

Midjourney | Figma Weave

Open Art | Tripo 3D

EDUCATION

Savannah College of Art and Design

M.F.A. Animation

2018–2021

Virginia Tech

B.F.A. Creative Technologies

2015–2028

LANGUAGES

English (fluent)

Mandarin (native)

RUI YANG

CG-AI Artist | Creator | Multidisciplinary Artist

PROFILE

CG-AI artist with a strong background in CG asset craft. Four years in VFX production contributing to both episodic and commercials. Fluent in generative AI tools for content creation. Experienced in integrating emerging CG-AI workflows to optimize production processes. Fast learner, open to learning new tools and techniques. Multidisciplinary artist with exhibition and festival experience as a parallel practice.

EXPERIENCE

Framestore · New York, NY

CG Asset Technical Director · Jan 2023 – May 2026

- Contributed asset work to episodic and commercial VFX productions
- Contributed plant asset and simulation using SpeedTree
- Collaborated with senior artists and supervisors to deliver final-pixel assets on tight schedules
- Learned basic procedural modeling, Marvelous Designer

Framestore · New York, NY

3D Asset Intern (LaunchPad) · June 2022 – Nov 2022

- Contributed asset work to episodic and commercial VFX productions
- Learned Linux system
- Learned asset pipeline
- Learned Xgen grooming in Houdini

Hornet Animation · New York, NY (remote)

CG Intern · Feb 2022 – June 2022

- Contributed asset, lookdev and layout to Kroger Campaign
- Contributed lookdev work to internal Kroger characters
- Learned asset pipeline
- Improved procedural shading skill