

CONTACT

Brooklyn, NY

ruiyangart@gmail.com

[IMDB](#)

[Linkedin](#)

PORTFOLIO

CG: www.ruiyangbusiness.com

Personal: www.ruiwhy.com

SOFTWARE

Maya

ZBrush

Substance Painter

Houdini

Mari

Nuke

Speedtree

Blender

Xgen

Marvelous Designer

Adobe Package

Unreal Engine

ComfyUI

Flux / LoRA training

Linux & Windows

Python

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 Generalist | Asset Artist | Multidisciplinary Artist

PROFILE

CG generalist with 4 years of episodic and commercial VFX experience. Strong in production-grade 3D asset craft, comfortable across the full pipeline from modeling through texturing and final lookdev under deadline. Adept at integrating emerging AI workflows to optimize production processes. Fast learner, open to new tools and techniques. Multidisciplinary artist with exhibition and festival experience as parallel practice.

EXPERIENCE

Framestore · New York, NY

3D Asset Technical Director · 2023 Jan–2026 May

- 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) · 2022 June–2022 Nov

- 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 · 2022 Feb–2022 June

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