

CONTACT

Brooklyn, NY

ruiyangart@gmail.com

[IMDB](#)

[Linkedin](#)

PORTFOLIO

[CG-AI](#)

[Personal](#)

CG/3D 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

Post-Production Tools

Photoshop | Lightroom

After Effects | Nuke

Premiere | DaVinci Resolve

EDUCATION

Savannah College of Art and Design

M.F.A. Animation

2018–2021

Virginia Tech

B.F.A. Creative Technologies

2015–2018

LANGUAGES

English (fluent)

Mandarin (native)

RUI YANG

CG-AI Artist | Creator | Multidisciplinary Artist

PROFILE

CG-AI artist with a strong background in VFX. Four years in VFX production as a CG asset technical director contributing to both advertising and TV shows. Fluent in generative AI for image and video creation, and in integrating these tools into production pipelines to accelerate and expand what's possible. 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