




RUIXUAN PU

Lighting, Texturing & Look Development Artist

CONTACT

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 <https://www.purixuan.net/>

EDUCATION

Savannah College of Art and Design

M.F.A. in Visual Effects

Sep 2018 - Jun 2022(Expected)

New York University

B.S. in Interactive Media Arts

Sep 2014 - Jun 2018


LANGUAGE

English (Professional working proficiency)

Mandarin Chinese (Native)

SOCIAL MEDIA

 fb.me/ruixuan.pu

 @sunny_piuyu

 linkedin.com/in/ruixuan-pu-vfx

SOFTWARE

Modeling - Maya, Mudbox

Texturing & Surfacing - Substance Painter & Designer

Effects - Houdini

Lighting & Rendering - Arnold, V-Ray, RenderMan, Mantra

Compositing - Nuke

Graphic & Motion Design - Adobe Suite

Programming - MEL, Python, C++, OSL, Arduino, Processing

Operating System - Windows, Linux

Real Time Engine - Unreal Engine 4

PROJECTS

Digital Game "K.U.N." Jul 2018

- Lead visual design artist of the team
- Made during NetEase Mini-game Competition

Experimental Animation "Dreamscape" Aug 2016

- Animator and motion designer of the team
- Second prize of 2016 "Hui Chuang Qing Chun" Shanghai Cultural Creative Exhibition for Higher Education

EXPERIENCE



Hinge

3D Generalist Intern, Dec 2021 - March 2022

- Assisted in the overall production of the Adult Swim program Toonami. Processes included texturing, assets look dev, lighting and rendering utilizing Maya V-Ray and Unreal Engine 4.



SCAD Animation Studios

Lighting Artist, Mar - Jul 2021

- Responsible for lighting several shots for "HEX LIMIT", a 3D animated cyberpunk fantasy short film.



HP, Adobe, Intel, Nvidia × SCADPro

3D Artist, Jan - Mar 2021

- Worked on designing and creating 3D contents and assets for marketing campaign and AR usage.



Foundry - Shanghai Office

Graphic Design & Visual Design Intern, Jun - Nov 2017

- Lead editor for Foundry's 2017 APAC showreel.
- Responsible for graphic design, product manual translation and event organization for the company's marketing campaigns.