



RUIXUAN PU

CG Generalist | Lighting, Texturing & Look Development

CONTACT

- puruixuan1996@gmail.com
- +1 (912) 272 0593
- <https://www.puruixuan.net/>
- [linkedin.com/in/ruixuan-pu-vfx/](https://www.linkedin.com/in/ruixuan-pu-vfx/)
- @sunny_piuyu
- U.S. based & open to opportunities worldwide

SKILLS

Technical:

- Hard surface & procedural modeling
- Environment layout & scattering
- Kitbashing & efficient UV layout
- Texture painting
- Procedural shader development
- Grooming
- Lighting
- Physically based rendering
- Solaris & USD workflow
- Real-time workflow
- Compositing (working knowledge)

Soft:

- Creativity
- Problem solving
- Fast learning
- Attention to details
- Collaboration
- Communication
- Time management
- Organization skills

EDUCATION

Savannah College of Art and Design

M.F.A. in Visual Effects
Sep 2018 - Jun 2022

New York University

B.S. in Interactive Media Arts
Sep 2014 - Jun 2018

SOFTWARE

- Maya
- Houdini
- Unreal Engine
- Arnold
- Karma
- RenderMan
- V-Ray
- Redshift
- Substance Painter
- Substance Designer
- Nuke
- Adobe CC
- SpeedTree

EXPERIENCE



The-Artery

CG Artist, Dec 2025 - Mar 2026

Delivered lighting, texturing, rendering, and Houdini grooming work across two feature film productions.



Ingenuity Studios

CG Generalist, Jul 2022 - Sep 2025

Responsible for creating photorealistic CG assets and environments, lighting and rendering for a range of projects spanning television shows, feature films, and commercials. Clients included Disney+, Netflix, Hulu, NBC, AMC, Showtime, Maybelline, BravoCon and more.



Hinge Digital

3D Generalist Intern, Dec 2021 - Mar 2022

Worked on the Adult Swim program "Toonami". Tasks included asset modeling, texturing and look development in Maya and Substance Painter; lighting and rendering in Maya V-Ray and Unreal Engine 4.



SCAD Animation Studios

Lighting Artist, Mar 2021 - Jul 2021

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



HP, Adobe, Intel, Nvidia x SCADpro

3D Generalist, Jan 2021 - Mar 2021

Responsible for designing and creating 3D assets for AR usage for the HP ZBook product marketing campaigns.



Foundry - Shanghai Office

Graphic Design & Visual Design Intern, Jun 2017 - Nov 2017

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