



RUIXUAN PU

CG Generalist | Lighting, Texturing & Look Development

CONTACT

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SKILLS

Technical:

Hard surface & procedural modeling
Environment layout & scattering
Kitbashing & efficient UV layout
Texture painting
Procedural shader development
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 PROFICIENCY



Maya



Houdini



Unreal Engine



Arnold



Karma



RenderMan



V-Ray



Substance Designer



Substance Painter



Nuke



Adobe CC



SpeedTree

EXPERIENCE



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, commercials, and advertisements. 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.