



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:

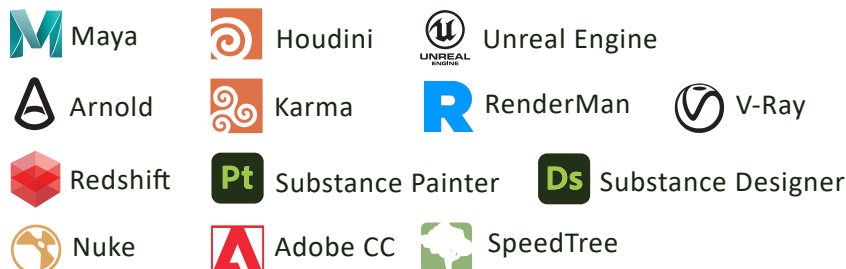
Creativity
Problem solving
Fast learning
Attention to details
Collaboration
Communication
Time management
Organization skills

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



EXPERIENCE



PREYMAKER

CG Artist, May 2026 - Jun 2026

Modeling, texturing, look development, lighting, and procedural environment building for advertising campaign.



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.