

# JIAXING YANG

3D Animator, Lighting Artist & Digital Artist

## Education

**Savannah College of Art and Design**

Master of Fine Arts - Animation

• GPA: 3.90/4.00

• Achievement Honor Graduate Scholarship Recipient.

• Academic Honors Graduate Scholarship Recipient.

**Purdue University**

Bachelor of Science - Computer Graphics Technology

GPA: 3.72/4.00

• Dean's List • Semester Honors Recipient

## Project Experience

**Forever | Thesis Film**

Director, 3D Animator, Lighting, Texturing, Modeling & Post-Production Lead

• Collaborated with artists and provided art direction to ensure a cohesive visual style throughout the film.

• Modeled and textured high-quality 3D assets for the film.

• Animated shots and performed lighting work in Maya with Arnold renderer.

• Rendered, performed color correction and composited the image sequences with sound track in After Effects and Premiere Pro.

**Ghost Busker | Student Film**

3D Modeler, 3D Animator, Lighting Artist & Composer

• Created 3D assets and textures for characters and props, ensuring lifelike details.

• Collaborated with animators to maintain a consistent style, performed color correction to align with the project's vision.

• Rendered, performed color correction and composited the image sequences with sound track in After Effects and Premiere Pro.

## Work Experience

**3D Modeler & Texture Artist | Intern**

Rebecca Everlene Trust Company

• Collaborated with artists to ensure a consistent art style.

• Modeled and textured 3D assets for a developing game.

**Motion Graphics Artist | Walmart x SCADpro**

Walmart Inc.

• Created animations and other digital assets for promotional videos.

**3D Animator & Motion Capture Artist | MGM x SCADpro**

MGM Resorts International

• Collaborated with artists to develop a real-time interactive gambling game.

• Worked as a 3D animator and motion capture artist in the SCADpro X MGM Live Dealer Experience Project.

**3D Generalist & Illustrator | Freelance**

Mushroom Cloud, Inc

• Animated and produced short promotional videos for a developing game.

• Developed coherent storylines and designed visual effects for post-production.

• Created and sold illustrations and animations in NFT format on OpenSea.io.

**Director & 3D Generalist | Contract**

France A. Córdova Recreational Sports Center

• Produced a series of educational animated videos on sports safety, broadcast at the France A. Córdova Recreational Sports Center at Purdue University.

• Collaborated with artists to create 3D assets, textures, and animations based on reference videos shot for educational animated videos.

## Contact

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## Software

Autodesk Maya

Maxon Cinema 4D

Arnold Renderer

Redshift Renderer

Unreal Engine 5

Maxon ZBrush

Substance 3D Painter

Nuke

Storyboard Pro

After Effects

Premiere Pro

Media Encoder

Photoshop

Illustrator

InDesign

Harmony

Visual Studio

## Professional Skills

Team Leadership

Project Management

Hard-surface Modeling

Texturing

3D Animation

3D Lighting

Compositing

Technical Troubleshooting

Coding (C++)

Pencil Sketch

## Language

English

Chinese