

JIAXING YANG

3D Animator & Lighting Artist

Contact

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☎ 765-913-1080

Education

Savannah College of Art and Design M.F.A. in Animation

- GPA: 3.90/4.00
- Achievement Honors Graduate Scholarship and Academic Honors Graduate Scholarship Recipient.

Purdue University B.S. in Computer Graphics Technology

- GPA: 3.72/4.00
- Dean's List
- Semester Honors Recipient

Skills

- 3D Animation
- Hard-surface Modeling
- Texturing
- Shading
- Lighting
- Compositing
- Editing
- Visual Development
- Digital Painting
- Sketching
- Illustration
- Basic Coding (C++)

Software

- Maya
- Arnold
- Redshift
- Cinema 4D
- Unreal Engine 5
- ZBrush
- Nuke
- Marvelous Designer
- Storyboard Pro
- After Effects
- Premiere Pro
- Media Encoder
- Photoshop
- Procreate
- Illustrator
- Indesign
- Harmony
- Microsoft Suites

Selected Awards

- Brooklyn Film Festival (Official Selection)
- Rhode Island Int'l FF (Semi-Finalist)
- Belgrade Int'l Film Festival (Official Selection)
- Montreal Int'l Animation FF – ANIMAZE
- Tokyo Int'l Short Film Festival (Official Selection)
- Short to the Point Int'l Short FF (Official Selection)
- Rome Prisma Film Awards (Finalist)
- Paris Int'l Short Film Festival (Semi-Finalist)
- Anatolia Int'l Film Festival (Official Selection)
- Best Short Fest (Semi-Finalist)
- Stuff MX Film Festival (Official Selection)
- Black Cat Picture Show (Official Selection)
- Student World Awards (Quarter-Finalist)
- nukhufest (Official Selection)
- The Monthly Film Festival – TMFF (Winner)
- Direct Monthly Online FF – DMOFF (Winner)
- Athens Int'l Monthly Art FF (Winner)

Work Experience

Neon Husk LLC. 03/2025 - Present Remote

Founder | 3D Artist

- Founded an independent studio producing original 3D films and commercials, and collaborated with artists as needed.
- Directed and delivered award-winning films, officially selected by multiple international film festivals.
- Created and sold production-ready 3D assets on FAB and Sketchfab.

Rebecca Everlene Trust Company 06/2024 - 08/2024 Remote

3D Artist | Internship

- Created and textured production-ready 3D assets for a game in development, adhering to established art direction and technical constraints.
- Collaborated with the art team to maintain visual consistency across assets.

Walmart Inc. 03/2024 - 06/2024 Atlanta, GA

Motion Graphics Artist | Walmart x SCADpro

- Created animations and digital assets for short-form commercials distributed across social media platforms.

MGM Resorts International 03/2023 - 05/2023 Atlanta, GA

3D Animator & Motion Capture Artist | MGM x SCADpro

- Developed real-time character animations and motion capture data for an interactive live dealer gaming experience in a real-time environment.
- Collaborated with a cross-disciplinary team to integrate animated assets into a real-time pipeline.

Mushroom Cloud, Inc 07/2020 - 07/2022 Remote

3D Generalist & Illustrator | Freelance

- Created animations and digital assets for short-form commercials promoting a game in development.
- Developed and sold original digital illustrations and animations as commercial assets through online marketplaces.

France A. Córdova Recreational Sports Center 08/2020 - 05/2021 West Lafayette, IN

Director & 3D Generalist | Contract

- Produced a series of educational animated videos on sports safety, broadcast within Purdue University's France A. Córdova Recreational Sports Center.

Project Experience

Forever | Thesis Film 02/2024 - 03/2025 Atlanta, GA

Director & 3D Generalist

- Led visual development and art direction to establish and maintain a cohesive visual style across the film.
- Created, animated, and lit production-ready 3D assets, handling modeling, texturing, lighting, and rendering in Maya with Arnold.
- Delivered final shots through post-production, including compositing, color correction, and sound synchronization in After Effects and Premiere Pro.

Ghost Busker | Student Film 09/2023 - 11/2023 Atlanta, GA

3D Generalist

- Created and textured 3D assets for characters and props with a focus on realistic detail and material quality.
- Rendered and finalized image sequences through color correction and compositing, integrating sound in After Effects and Premiere Pro.