

JIAXING YANG

CG Artist & Gen AI Artist

Contact

✉ yangjiaxingmax@gmail.com

🌐 www.yangjiaxingmax.com

☎ 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
- CG Lighting
- Look Development
- Hard-Surface Modeling
- Texturing & Shading
- Gen AI Workflow
- Motion Graphics
- Concept Development
- Visual Development
- Compositing / Editing

Software & Tool

- Maya
- Arnold
- Redshift
- Cinema 4D
- Unreal Engine 5
- ZBrush
- Nuke
- After Effects
- Premiere Pro
- ComfyUI
- Tripo 3D
- Nano Banana / Image2
- Seedance / Kling / Sora
- Veo / Wan / Runway
- Lovart / Higgsfield
- ACE Studio
- Photoshop
- Microsoft Office

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 – (Official Selection)
- 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

CG Artist | Founder

Neon Husk LLC.

2025 - Present

Remote

- Founded an independent creative studio producing original 3D films, motion graphics, AI-assisted commercials, UGC-style videos, and cinematic trailer concepts.
- Directed award-winning animated films selected by multiple international film festivals, managing visual development, animation, lighting, compositing, editing, and final delivery.
- Produced AI-assisted product and service promotions for client-facing use, including realistic UGC-style ads, commercial videos, cinematic trailers, 3D animation, and live-action-style sequences. creation, and video generation, integrating outputs through editing and audio production.
- Developed Gen AI workflows using Nano Banana, GPT Image 2, Seedance, Kling, Sora, Veo, and Wan to generate character sheets, expression sheets, style frames, storyboards, product references, and final video assets.
- Integrated AI-generated outputs into polished deliverables through editing, compositing, color correction, sound design, and audio production.

CG Artist | Internship

Rebecca Everlene Trust Company

06/2024 - 08/2024

Remote

- 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.

Motion Graphics Artist

Walmart Inc. | Walmart x SCADpro

03/2024 - 06/2024

Atlanta, GA

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

3D Animator & Motion Capture Artist

MGM Resorts International | MGM x SCADpro

03/2023 - 05/2023

Atlanta, GA

- 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.

3D Generalist & Illustrator

Freelance

07/2020 - 07/2022

Remote

- 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.

Director & 3D Generalist | Contract

France A. Córdoba Recreational Sports Center

08/2020 - 05/2021

West Lafayette, IN

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

Project Experience

Director & 3D Generalist

Forever | Thesis Film

02/2024 - 03/2025

Atlanta, GA

- 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.

3D Generalist

Ghost Busker | Student Film

09/2023 - 11/2023

Atlanta, GA

- 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.