

JIAXING YANG

3D Generalist, Animator & Lighting 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.

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

Work Experience

Founder | 3D Generalist

Neon Husk LLC.

• Directed and lead the artists to produce 3D animated films, including the thesis film Forever, won multiple awards worldwide and official selected in multiple film festivals including Brooklyn Film Festival, Tokyo International Short Film Festival, Belgrade International Film Festival, etc.

• Modeled and textured 3D models and sell them on platforms like FAB and Sketchfab

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.

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

Director & 3D Generalist | Contract

France A. Córdoba Recreational Sports Center

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

09/2022 - 03/2025

Atlanta, GA

09/2017 - 05/2021

West Lafayette, IN

02/2024 - 03/2025

Atlanta, GA

09/2023 - 11/2025

Atlanta, GA

03/2025 - Present

Atlanta, GA

06/2024 - 08/2024

Remote

03/2024 - 06/2024

Atlanta, GA

03/2023 - 05/2023

Atlanta, GA

07/2020 - 07/2022

Remote

08/2020 - 05/2021

Remote

Contact

yangjiaxingmax@gmail.com

(765)-913-1080

www.yangjiaxingmax.com

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