

JIAXING YANG

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

Software & Tools

- 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

AI Storyboard & Video Artist Crazy Maple Studio

June 2026 - Present
Sunnyvale, CA

- Develop AI-generated storyboards, style frames, images, and video clips for short-form narrative productions by translating scripts, shot lists, and creative direction into visually consistent, mobile-first vertical content.

CG Artist | Founder Neon Husk LLC.

May 2025 - Present
Remote

- Founded an independent creative studio producing 3D assets, original 3D films, motion graphics, AI-assisted commercials, UGC-style videos, and cinematic trailer concepts.
- Directed award-winning animated films selected by international festivals, overseeing visual development, animation, lighting, compositing, editing, and final delivery.
- Produced client-facing promotional content using Nano Banana, GPT Image 2, Seedance, Kling, Sora, Veo, and Wan, integrating AI-generated storyboards, style frames, and video assets through editing, color correction, and sound design.

CG Artist | Internship Rebecca Everlene Trust Company

June 2024 - Aug 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.

3D Animation & Motion Artist SCADpro | Clients: Walmart Inc. & MGM Resorts International

Mar - May 2023; Mar - June 2024
Atlanta, GA

- Created animation and digital assets for Walmart short-form commercials distributed across social media platforms.
- Developed and integrated real-time character animation and motion-capture data for MGM Resorts' interactive live-dealer gaming experience, collaborating with a cross-disciplinary production team.

3D Generalist & Illustrator Freelance / Contract

July 2020 - July 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.
- 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

Feb 2024 - Mar 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

Sep 2023 - Nov 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.