

# Alan Yang

Texture, Look Development and Lighting Artist

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## SUMMARY

Motivated graphics professional with eight years of diverse experience across advertising and feature film. Generalist skill set across the entire pipeline with a focus on texturing and look development. Technically minded with building tools as well as with shader and expression scripting. Experience leading nimble teams to deliver on time and with quality.

## EXPERIENCE

### **Psyop — Freelance Lookdev/Lighting Artist**

APR-MAY, JUL 2024 - PRESENT // NORTH HOLLYWOOD, CA (3 months)

As lighting lead, set up sequence and shot lighting according to art direction. Address technical and artistic concerns for the rest of the team.

Shade and texture props, environments, and characters.

### **The Third Floor — Freelance Texture Artist**

NOV 2023 - FEB 2024 // NORTH HOLLYWOOD, CA (4 months)

Create texture maps using Substance 3D Painter and apply maps in Unreal Engine.

### **Psyop — Freelance Lighting Artist**

OCT 2023 - OCT 2023 // NORTH HOLLYWOOD, CA (1 month)

Set up sequence and shot lighting according to art direction.

### **Walt Disney Animation Studios — Look Development and Lighting Artist**

APR 2022 - SEP 2023 // BURBANK, CA (1 year 6 months)

Texturing, shading, instancing of assets and environments as well as downstream shot support.

Lighting and compositing of shots.

Utilize a combination of proprietary and industry standard software to create unique and believable looks.

Contribute to departmental initiatives such as teaching classes on cutting-edge industry texturing techniques.

### **Psyop — Asset Lead**

SEP 2019 - APR 2022 // GLOBAL (3 years)

Head of Department for Assets – modeling, texturing, and look development.

Update working practices, create artist-facing tools and develop prototypes.

## SKILLS

Texturing  
Look Development  
Grooming  
Modeling  
Lighting  
Compositing

## SOFTWARE

Autodesk Maya  
SideFX Houdini  
XGen  
Substance 3D Painter  
Substance 3D  
Designer  
Foundry Mari  
Pixologic ZBrush  
Foundry Nuke  
Autodesk Arnold  
Mantra  
Redshift  
Pixar Renderman  
Python  
VEX  
OSL  
SeExpr  
Photoshop

Supervise asset production on specific projects and manage internal and outsourced production.

Involved in the bidding and scheduling process, breaking down tasks into granular units for production.

Contribute to pitches, assets, and shot work as a principal generalist across multiple departments.

## **Psyop — 3D Artist**

Aug 2016 - SEP 2019 // VENICE, CA (3 years)

Perform principal artist work across a variety of disciplines.

Tasks ranging from character animation, layout, modeling, surfacing, lighting, and compositing.

## **EDUCATION**

### **Ringling College of Art and Design**

AUG 2013 - DEC 2015 // BFA COMPUTER ANIMATION (DISCONTINUED)

Ended studies early for personal reasons.