Alan Yang

CG Generalist

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SUMMARY

Motivated graphics professional with over eight years of diverse experience across advertising and feature film. Generalist skill set across the entire pipeline with a focus on texturing, look development and compositing. 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 Model/Lookdev/Lead Lighting and Compositing Artist*

APR-MAY, JUL 2024 - PRESENT // NORTH HOLLYWOOD, CA (7 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.

Perform lighting and compositing on several shots.

Model, shade and texture props, environments, and characters.

Some projects include: an animated spot involving complex, dynamic lighting/compositing; and a project creating and rendering heavily stylized characters involving a specific look development and compositing workflow.

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.

Created highly art directed, hand painted textures on characters, props and vehicles.

Project is currently NDA.

Psyop — *Freelance Lookdev/Lighting Artist*

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

Lighting several shots with CG characters and sets, matching to live action plates.

Also contributed to look development on specific shots including FX, as well as shot texture work.

Project is currently NDA.

Walt Disney Animation Studios — *Look Development and Lighting/Compositing Artist*

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

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

SKILLS

Texturing

Look Development

Grooming

Modeling

Lighting

Compositing

Animation

SOFTWARE

Autodesk Maya

SideFX Houdini

XGen

Yeti

Substance 3D Painter

Substance 3D Designer

Foundry Mari

Pixologic ZBrush

Foundry Nuke

Marvelous Designer

Autodesk Arnold

Mantra

Redshift

Pixar Renderman

Python

VEX

OSL

SeExpr

Photoshop

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.

Worked on two films in multiple roles, as well as doing all the environment look development on a short film.

Wish (2023) - Lighting Artist

Wish (2023) - Environment Look Development

Strange World (2022) - Environment Look Development

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.

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.