

Alan Yang

CG Texture, Look Development and Lighting Artist

alanyangart@gmail.com ❖ Los Angeles, CA

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 lighting. Proficient in tool building and scripting. Experience with project supervision, working on scheduling and bids, as well as leading multiple teams to deliver within tight deadlines.

WORK EXPERIENCE

- Psyop** **Apr. 2024 - Dec 2024**
Look Development, Lead Lighting and Compositing Artist (Freelance) *Los Angeles, CA*
- As lighting lead, set up sequence and shot lighting according to art direction. Create light rigs/templates and provide technical guidance in meetings. Light and composite several shots.
 - Model, texture, and shade props, characters, and environments.
 - Create and update artist tools using Python, such as for mass material/UV/primvar transfer between pipeline steps, and an advanced texture repathing tool.
 - Led a client-facing meeting to go over workflow processes for deliverables on a project.
 - Acted as the sole lighter/compositor on two projects, handling delivery as well as documentation.
- The Third Floor** **Nov. 2023 - Feb. 2024**
Texture Artist (Freelance) *Los Angeles, CA*
- Create texture maps in a highly art-directed, hand-painted style on characters, props, and vehicles.
 - Develop procedural methods in Substance Designer for creating an initial look quickly.
 - Export and apply maps to materials for assets in Unreal Engine.
 - Participated on a vendor call to explain workflows to their artists.
- Psyop** **Oct. 2023 - Oct. 2023**
Look Development and Lighting Artist (Freelance) *Los Angeles, CA*
- Light several shots with CG characters and sets, matching to live action plates.
 - Shot-specific texturing and look development for assets and FX.
- Walt Disney Animation Studios** **Apr. 2022 - Sep. 2023**
Look Development, Lighting and Compositing Artist (Long-Term Contract) *Burbank, CA*
- Texturing, look development, scattering, and shot support of environments and set props.
 - Responsible for all look work on 2-3 sequence environments per film and their maintenance.
 - Lighting and compositing of shots in a heavily art-directed watercolor style.
 - Contributed to department technology initiatives and documentation.
 - Taught a class on incorporating Mari into the studio's proprietary workflows.
- Psyop** **Sep. 2019 - Apr. 2022**
Asset Department Lead *Los Angeles, CA*
- Head of Department for Assets - modeling, texturing, and look development.
 - Update working practices, create artist-facing tools and develop prototypes for the pipeline team.
 - Supervise asset production on the majority of studio projects and manage external vendors.
 - Involved in the bidding and scheduling process, breaking down tasks into granular units.
 - Personally contribute to pitches, assets, and shot work as a principal generalist across multiple departments.

Psyop*CG Artist***Aug. 2016 - Sep. 2019***Los Angeles, CA*

- Work on a variety of commercial projects from stylized animation, live action, to real-time.
- Perform Artist work in departments ranging from layout, character animation, modeling, look development, lighting, and compositing.

EDUCATION

Ringling College of Art and Design*Computer Animation***Aug. 2013 - Dec. 2015***Sarasota, FL*

- Ended studies early for personal reasons and moved on to personal artistic development.

SKILLS

Texturing, Look Development, Lighting, Compositing, Modeling, Grooming, Previsualization, Character Animation, Leading/Project Management

TECHNICAL KNOWLEDGE

Autodesk Maya, SideFX Houdini, Pixologic ZBrush, The Foundry Mari, The Foundry Nuke, Substance 3D Painter/Designer, Marvelous Designer, Autodesk Arnold, Maxon Redshift, Mantra, Renderman, USD, Python, Qt, VEX, OSL, SeExpr, XGen, Yeti, Blender