

Alan Yang

CG Texture, Look Development and Lighting Artist

alanyangart@gmail.com ❖ Los Angeles, CA

Motivated graphics professional with over nine 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 in stylized projects. 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

Walt Disney Animation Studios

May 2026 - Present

Look Development Artist (Contract)

Burbank, CA

- Texturing, look development, scattering, and shot support of environments and set props.
- Feature film: Hexed (2026)

Psyop

Apr. 2024 - May 2026

*Senior Look Development, Lighting Supervisor, CG Supervisor (Long-Term Freelance)**

Los Angeles, CA

- As supervisor, coordinate schedules and production; oversee projects with producer, creative director and client.
- As lighting lead, set up sequence and shot lighting according to art direction. Create light rigs/templates and provide technical guidance in meetings, assigning shots to artists. Light and composite several shots.
- Model, texture, and shade props, characters, and environments. Create templates and materials for other artists.
- Create and update artist tools using Python, such as for mass material/UV/primvar transfer between pipeline steps, an advanced texture management tool, a lightweight procedural layout system for scene assembly, and various developments for Maya shot lighting.
- Led multiple client-facing meetings.
- * Moved between different positions depending on the project.

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.
- Feature film: Predator: Killer of Killers (2025)

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.
- Feature films: Strange World (2022), Wish (2023)

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

Aug. 2016 - Sep. 2019

CG Artist

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

Aug. 2013 - Dec. 2015

Computer Animation

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