

Alan Yang

CG Texture, Look Development and Lighting Artist

alanyangart@gmail.com ♦ Los Angeles, CA

Motivated graphics professional with over ten 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 teams to deliver within tight deadlines.

WORK EXPERIENCE

Psyop

Senior CG Artist (Freelance)

Oct. 2026 - Present

Los Angeles, CA

- Lighting for high-end CG commercials.
- **Key clients: Aldi**

Walt Disney Animation Studios

Look Development Artist (Fixed-Term Contract)

May 2026 - Oct. 2026

Burbank, CA

- Delivered final environments through QC for over 100 shots, with collaborative work spanning over 12 sequences.
- Key artist responsible for final surfacing on over nine unique master sets, focusing on detailed natural environments.
- Managed complex USD variant structures on large sets with hundreds of assets.
- Texture creation with a mix of proprietary painting tools, Mari, and Substance Designer.
- Created unique shader expressions utilizing SeExpr for procedural patterns and complex rendering needs.
- **Feature film: Hexed (2026)**

Psyop

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

Apr. 2024 - May 2026

Los Angeles, CA

- As a lead artist, focused on large-scale environment shading, texturing, and sculpting.
- As lighting supervisor, established keys, managed shot distribution, milestones, and artist reviews while completing several shots personally.
- 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 shot lighting tools in Maya and Nuke.
- CG supervision for a print project along with general grooming supervision for other projects.
- Led multiple client-facing meetings.
- * Moved between different positions depending on specific project phases.
- **Key clients: Microsoft, Dream Games**

The Third Floor

Texture Artist (Freelance)

Nov. 2023 - Feb. 2024

Los Angeles, CA

- Created texture maps in a highly art-directed, hand-painted style on characters, props, and vehicles.
- Developed base materials, tiling textures and filters in Substance Painter, Designer, and Photoshop.
- Exported and applied maps to materials for assets in Unreal Engine.
- Assisted in character model refinements.
- **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.
- Updated working practices, create artist-facing tools and develop prototypes for the pipeline team.
- Supervised 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 contributed to pitches, assets, and shot work as a principal generalist across multiple departments.
- **Key clients: Supercell, Aldi, Cricket Wireless, Google, Honda, Microsoft**

Psyop

Aug. 2016 - Sep. 2019

CG Artist

Los Angeles, CA

- Worked on a variety of commercial projects from stylized animation, live action, to real-time.
- Performed 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 independent artistic study.

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