

RUI HUANG

3D ARTIST

SKILLS

- Modeling & Lighting & Shading & Compositing
- Visual Development
- Digital painting
- Illustrations

EDUCATIONAL TRAINING

USC School of Cinematic Arts

Master of Animation and Digital Arts

Sichuan Fine Arts Institute

Bachelor of Arts

AWARDS

- Best Animation - MIAMI short film festival
- Best Animation - Beaufort International Film Festival
- Best of festival Animated Short - Richmond International film festival
- Best Animation Short - Los Angeles Independent Film Festival Awards
- Best animation and Best picture - Los Angeles Film Awards
- Best short - Long Beach International Film Festival
- Winner - Los Angeles Animation Festival
- Gold Award - AEAFF 2021
- Best Art - EVA PLAY 2021 DIGITAL, Argentina
- Winner - Nordic Game Discovery Contest
- Best Game Winner - Urban Mediamakers Festival
- Best Video Game - Amsterdam International Film Festival
- Winner - Moscow Russia International film festival
- Winner - SIEGE SILV-E 2021
- Best Game/VR - OUT OF THE CAN INTERNATIONAL FILM FESTIVAL
- Best Game - WICA LA Awards Winners 2021
- 2020 IndieCade Nominee
- 2020 USC Annenberg Graduate Fellowship
- 2019 Dean's List of USC School of Cinematic Arts
- 2018 Frank Vole Scholarship of USC

SOFTWARE

- Maya with Vray
- Cinema 4D with Redshift
- ZBrush
- Substance 3D Painter & 3D Designer
- Mari
- Nuke
- Unreal Engine
- Houdini
- Adobe Software

CAREER SUMMARY

BUCK

3D Artist | Jun 2021 to present

- Specialize in 3D look development, lighting and compositing for high-profile projects. Key projects include [Amazon 2023 Devices Event](#), [Google Pixel 6a](#), [Pinterest Predicts](#), Supercell [Animation](#), Riot Games cinematic, Meta [Asgard's Warth 2](#) cinematic, Apple iPhone introducing, Airbnb [AirCover](#), Meta x [Fendi 2022](#) AR

MOCEAN

Freelance Designer | 2020 to 2021

- Developed animations for [Narcolepsy](#), a WebMD short featured at Doc la 2020

Imagine Dragons' animated video - Birds

Background Artist | May 2019 to Jul 2019

- Designed backgrounds for the official music video, which has over 240 million views online

Five Currents - Taihu Show

Stage lighting and look designer | May 2019 to Jul 2019

- Crafted the stage lighting and look for the show by produced by [Dragone](#).

J Paul Getty Museum - Getty Unshuttered

Digital Designer | Aug 2019 to Dec 2019

- Contributed to the design of projection mapping content for the Getty Center music and lighting show.

DRAGONEST

2D Concept Artist | 2016 to 2017

- Developed creative concepts for game environments

Chengdu Morefun

2D Concept Artist | 2015 to 2016

- Designed innovative concept art for games

Gameloft

Environment Concept Artist | 2011 to 2015

- Designed the environment concept arts for several major game release including Assassin's Creed III, The Amazing spider-man, Wrath of the Titans, Modern Combat 4, Spider-Man: Ultimate Power, Dungeon Gems, Battle Odyssey etc.

Professional Memberships

- BAFTA Connect Member (British Academy of Film and Television Arts)
- ASIFA Professional Member



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